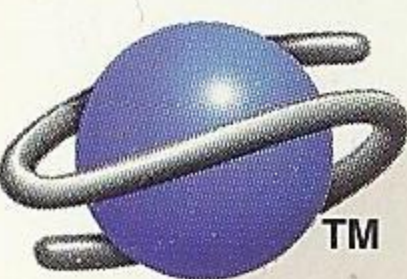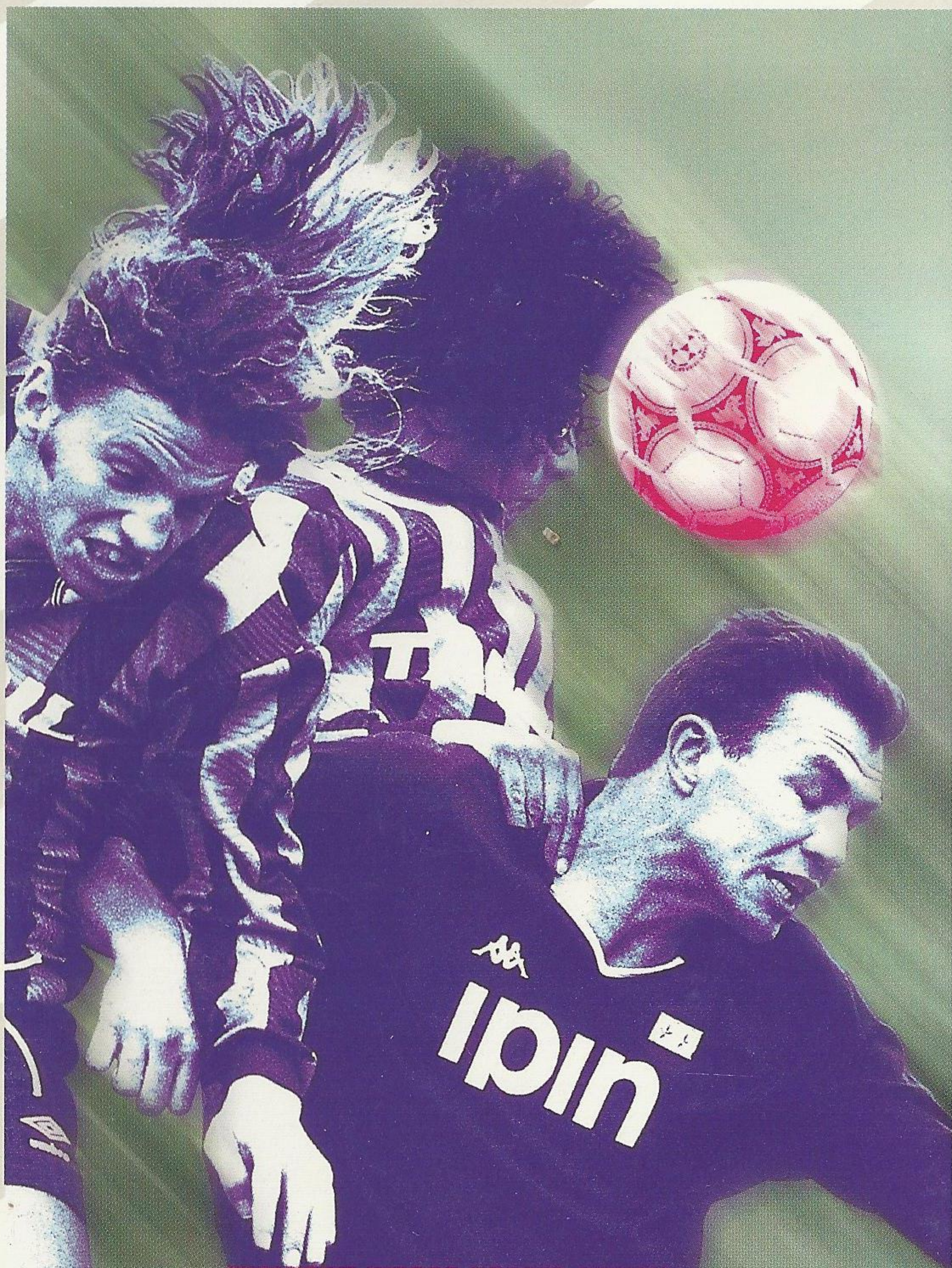SEGA™

ACClaim®
entertainment, inc.

STRIKER '96™

SEGA SATURN™

EXCLUSIVE INDOOR SOCCER OPTION
EXHIBITION, LEAGUE, TOURNAMENT,
& CHAMPIONSHIP MODES
ULTRA REALISTIC PLAYER MOVEMENT
CUSTOMIZE YOUR TEAM ROSTERS
SPECIAL QUICK-START MODE

OFFICIAL
SEGA
SEAL OF
QUALITY

KIDS TO ADULTS
K•A
AGES 6+

T-8133H

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM

HANDLING YOUR SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint–free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.
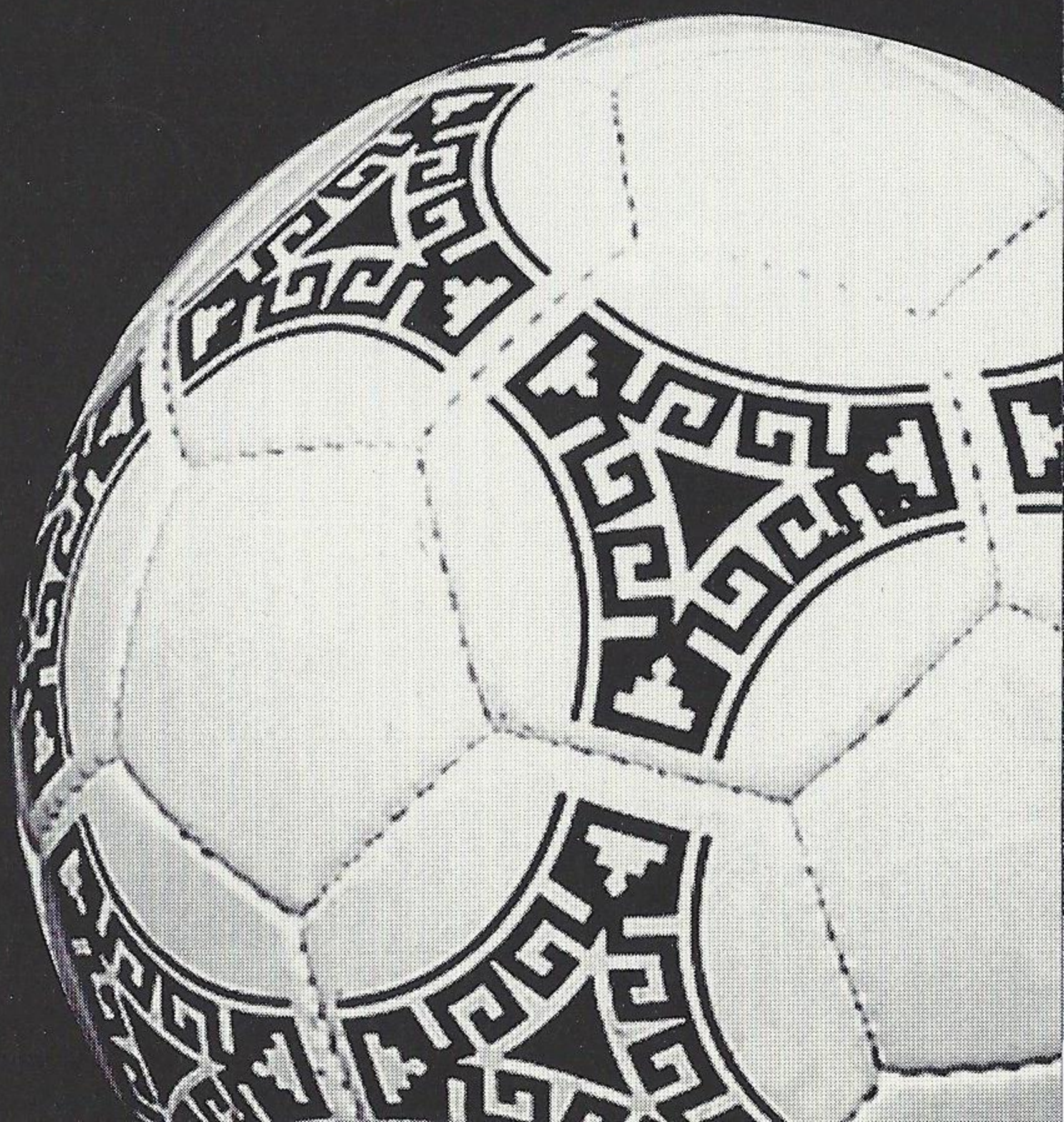
WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

Contents

Starting The Game
Starting Up

1. SET UP YOUR SEGA SATURN™ SYSTEM AS DESCRIBED IN ITS INSTRUCTION MANUAL. PLUG IN CONTROL PADS. IF YOU WISH TO PLAY A THREE OR FOUR PLAYER GAME, PLUG A MULTI-TEAM PLAYER ADAPTOR (SOLD SEPARATELY) INTO CONTROL PORT 1, AND PLUG ANY REMAINING CONTROLLERS INTO THE PORTS ON THE MULTI-TEAM ADAPTOR.

2. PLACE THE STRIKER 96™ DISC, LABEL SIDE UP, IN THE WELL OF THE CD TRAY AND CLOSE THE LID.

3. TURN ON THE TV OR MONITOR AND THE SEGA SATURN™. THE SEGA SATURN™ LOGO APPEARS ON SCREEN. (IF NOTHING HAPPENS, TURN THE SYSTEM OFF AND MAKE SURE IT IS SET UP CORRECTLY BEFORE TURNING IT ON AGAIN.)

4. IF YOU WISH TO STOP THE GAME IN PROGRESS OR THE GAME ENDS, PRESS THE RESET BUTTON ON THE SEGA SATURN™ CONSOLE TO DISPLAY THE ON-SCREEN CONTROL PANEL.

IMPORTANT: YOUR SEGA SATURN™ CD CONTAINS A SECURITY CODE THAT ALLOWS THE DISC TO BE READ. BE SURE TO KEEP THE DISC CLEAN AND HANDLE IT CAREFULLY. IF YOUR SEGA SATURN™ SYSTEM HAS TROUBLE READING THE DISC, REMOVE THE DISC AND WIPE IT CAREFULLY, STARTING FROM THE CENTER OF THE DISC AND WIPING STRAIGHT OUT TOWARD THE EDGE.

AN INTRODUCTORY TITLE SEQUENCE WILL BEGIN. TO BYPASS THIS AT ANY TIME AND GO TO THE MAIN MENU, PRESS START ON THE PLAYER 1 D-PAD. THIS WILL BRING YOU TO THE TITLE SCREEN. PRESS START FROM HERE TO ACCESS THE LANGUAGE MENU.

English
Francais
Deutsch
Italiano
Espanol

THE LANGUAGE SCREEN ALLOWS YOU TO SELECT BETWEEN ENGLISH, FRENCH, GERMAN, ITALIAN, AND SPANISH. USE THE D-PAD UP AND DOWN TO HIGHLIGHT A LANGUAGE, AND START TO ADVANCE TO THE MAIN MENU. ("B" WILL CANCEL BACK ONE SCREEN)

The Main Menu

WHEN THE MAIN MENU SCREEN APPEARS, YOU WILL SEE 6 CHOICES: FRIENDLY, COMPETITION, SETUP, LOAD, QUICKSTART 1P AND QUICKSTART 2P. TO ACCESS ANY CHOICE, PRESS UP OR DOWN ON THE D-PAD TO HIGHLIGHT YOUR CHOICE, THEN PRESS START.

• TO GO BACK TO THE MAIN MENU AT ANY TIME, PRESS THE B BUTTON.

• TO ADVANCE TO THE NEXT SCREEN, PRESS START.

• TO SELECT OR TOGGLE A MENU ITEM, PRESS THE A OR C BUTTON.

Friendly

A FRIENDLY MATCH IS A SINGLE GAME FOR BETWEEN ONE AND FOUR PLAYERS. FOR DETAILS ON THIS PLAY MODE, SEE FRIENDLY MATCHES ON PAGE 15.

Competition

CHOOSING COMPETITION ALLOWS UP TO 4 PLAYERS TO COMPETE IN A VARIETY OF ONGOING MATCHES, INCLUDING TROPHY, TOURNAMENT, LEAGUE, AND EURO 96 MATCHES. FOR DETAILS ON THESE DIFFERENT GAME MODES, SEE COMPETITION MATCHES ON PAGE 16. YOU CAN ALSO LOAD A PREVIOUSLY SAVED COMPETITION MATCH HERE BY HIGHLIGHTING LOAD, THEN CHOOSING THE DESIRED SAVED MATCH SLOT AND PRESSING THE START OR C BUTTON.

Set Up

TO SELECT AN OPTION, PRESS UP OR DOWN ON THE D-PAD. AN OPTION IS ON WHEN A BALL IS DISPLAYED NEXT TO IT. TOGGLE THE BALL DISPLAY OFF AND ON BY PRESSING THE A OR C BUTTON. FOR OPTIONS WITH A SLIDER VOLUME CONTROL, PRESSING LEFT OR RIGHT WILL DECREASE OR INCREASE THE VOLUME. ONCE YOU'VE SET UP YOUR GAME THE WAY YOU WANT IT, PRESS THE START BUTTON TO RETURN TO THE MAIN MENU.

Commentary

CHOOSE TO PLAY WITH OR WITHOUT COMMENTARY. ALSO SET THE VOLUME OF THE IN GAME COMMENTARY.

Sound Effects

CHOOSE TO PLAY WITH OR WITHOUT SOUND EFFECTS. THE DEFAULT SETTING IS ON. ALSO SET SOUND EFFECTS VOLUME.

Indoor/Outdoor

CHOOSE YOUR GAME SETTING. THE DEFAULT SETTING IS OUTDOOR.

- **OUTDOOR GAMES** ARE PLAYED ON A REGULATION SIZE OUTDOOR FIELD WITH A FULL COMPLEMENT OF 11 PLAYERS. THE STANDARD RULES OF SOCCER APPLY.

- **INDOOR GAMES** ARE PLAYED ON A SMALLER INDOOR FIELD WITH ONLY 6 PLAYERS INCLUDING THE GOALIE) PER SIDE. WEATHER AND FIELD CONDITION OPTIONS ARE TURNED OFF. IN INDOOR GAMES, THE FIELD IS SURROUNDED BY A WALL WHICH CAUSES THE BALL TO BOUNCE BACK INTO PLAY. BECAUSE OF THE WALL, THERE ARE NO THROW INS, CORNER KICKS OR GOAL KICKS. BECAUSE FOUL KICKS AND PENALTIES ARE IMPOSSIBLE, NO FOULS ARE CALLED.
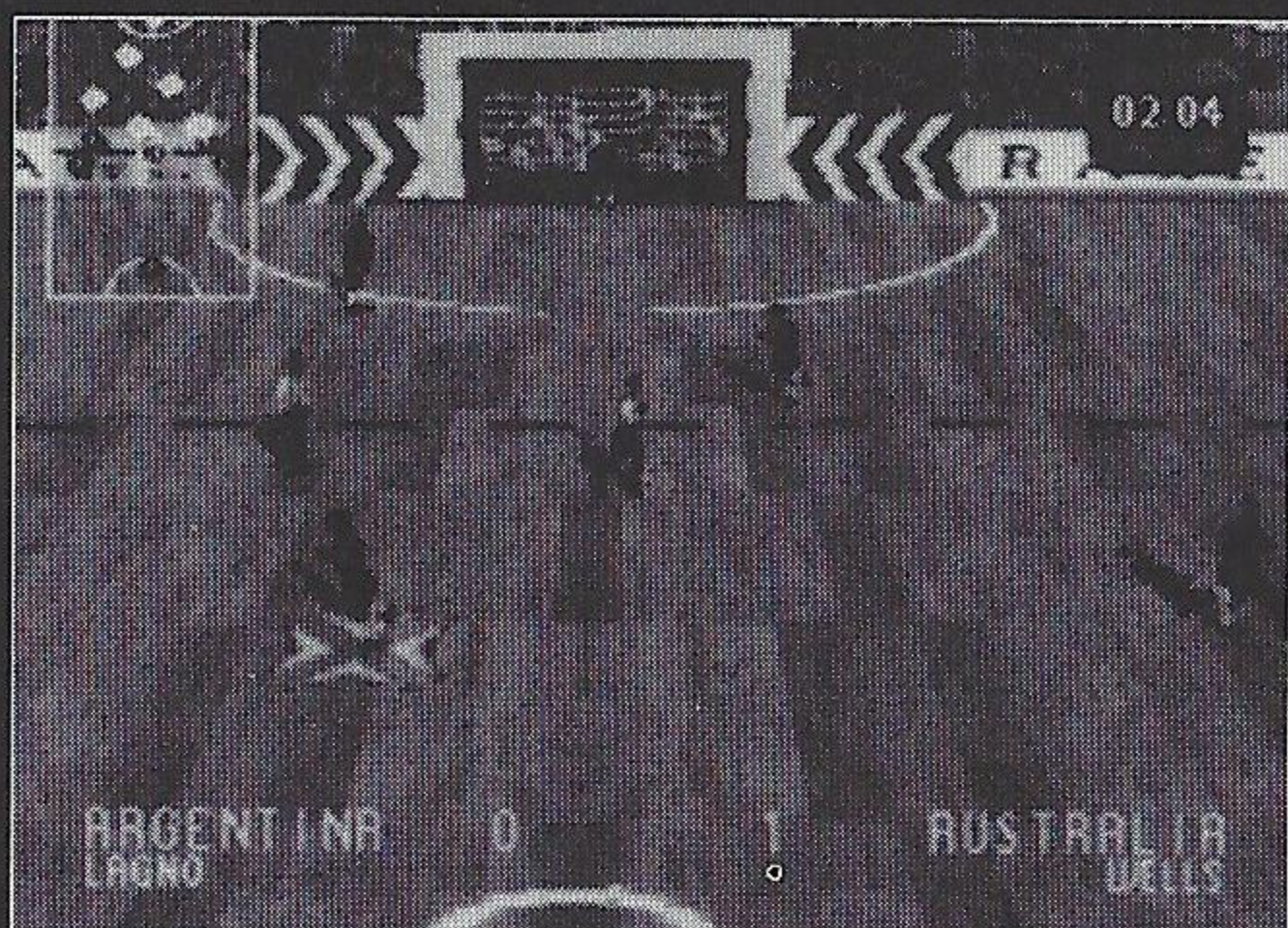
Arcade/Simulation

CHOOSE YOUR PLAY MODE. EACH MODE OFFERS DIFFERENT DEGREES OF CONTROL (SEE CONTROLS, PAGE 13). THE DEFAULT SETTING IS SIMULATION.

SIMULATION PLAY FEATURES A FULL ARRAY OF REALISTIC SOCCER CONTROLS, MAKING THIS MODE IDEAL FOR THE EXPERIENCED ENTHUSIAST.

ARCADE MODE FEATURES SIMPLER CONTROLS, AND IS A BIT MORE FRANTIC—IDEAL FOR THOSE WHO ARE NEW TO THE GAME, OR WHO JUST WANT TO ENJOY SOME HECTIC ACTION!

Redefine Keys

AT THE REDEFINE KEYS SCREEN YOU HAVE THE OPTIONS OF CHANGING THE DEFAULT BUTTONS TO SUIT YOUR PLAY STYLE, AND OF PLAYING WITH OR WITHOUT AFTERTOUCH REVERSE.

• AFTERTOUCH GIVES A KICKED BALL AN ELLIPTICAL MOVEMENT AFTER A KICK. FOR EXAMPLE, IF YOU PRESS LEFT SHIFT BUTTON JUST AFTER A KICK, THE BALL CURVES TOWARDS THE RIGHT. WHEN AFTERTOUCH REVERSE IS ON, THE EFFECT IS REVERSED, AND THE BALL WILL INSTEAD TRAVEL TO THE LEFT WHEN THE LEFT SHIFT BUTTON IS PRESSED.

• TO CHANGE WHICH BUTTON WILL PERFORM AN ACTION, HIGHLIGHT THE DESIRED ACTION, THEN PRESS THE BUTTON YOU WISH TO PERFORM THAT ACTION.

• TO TOGGLE AFTERTOUCH REVERSE ON OR OFF, PRESS THE A OR C BUTTON. PRESSING "QUIT" ON THIS SCREEN WILL CANCEL SELECTIONS AND RETURN YOU TO THE MAIN MENU.

TO RETURN TO THE OPTIONS SCREEN AND ACCEPT NEW OPTIONS, PRESS THE START BUTTON.
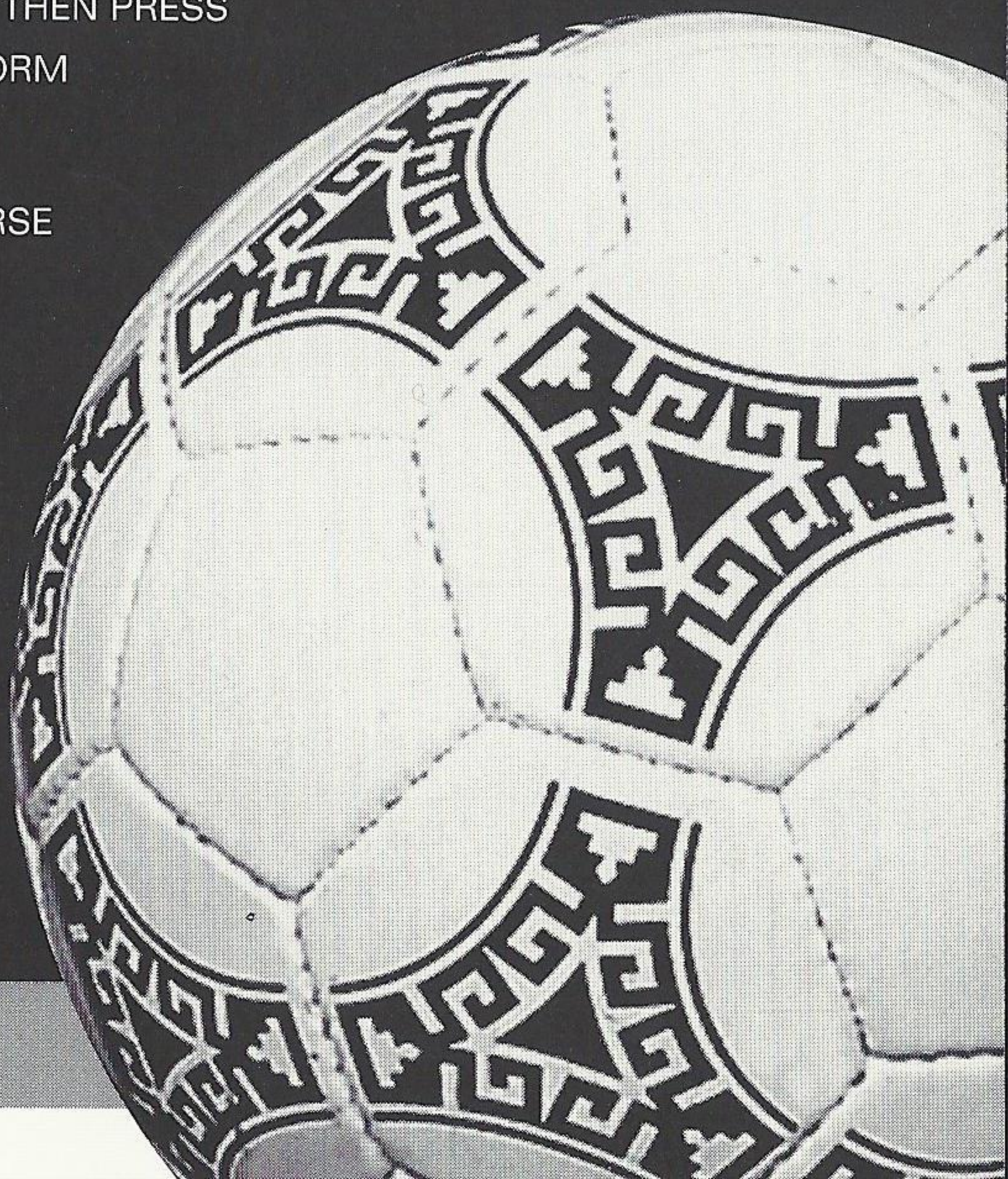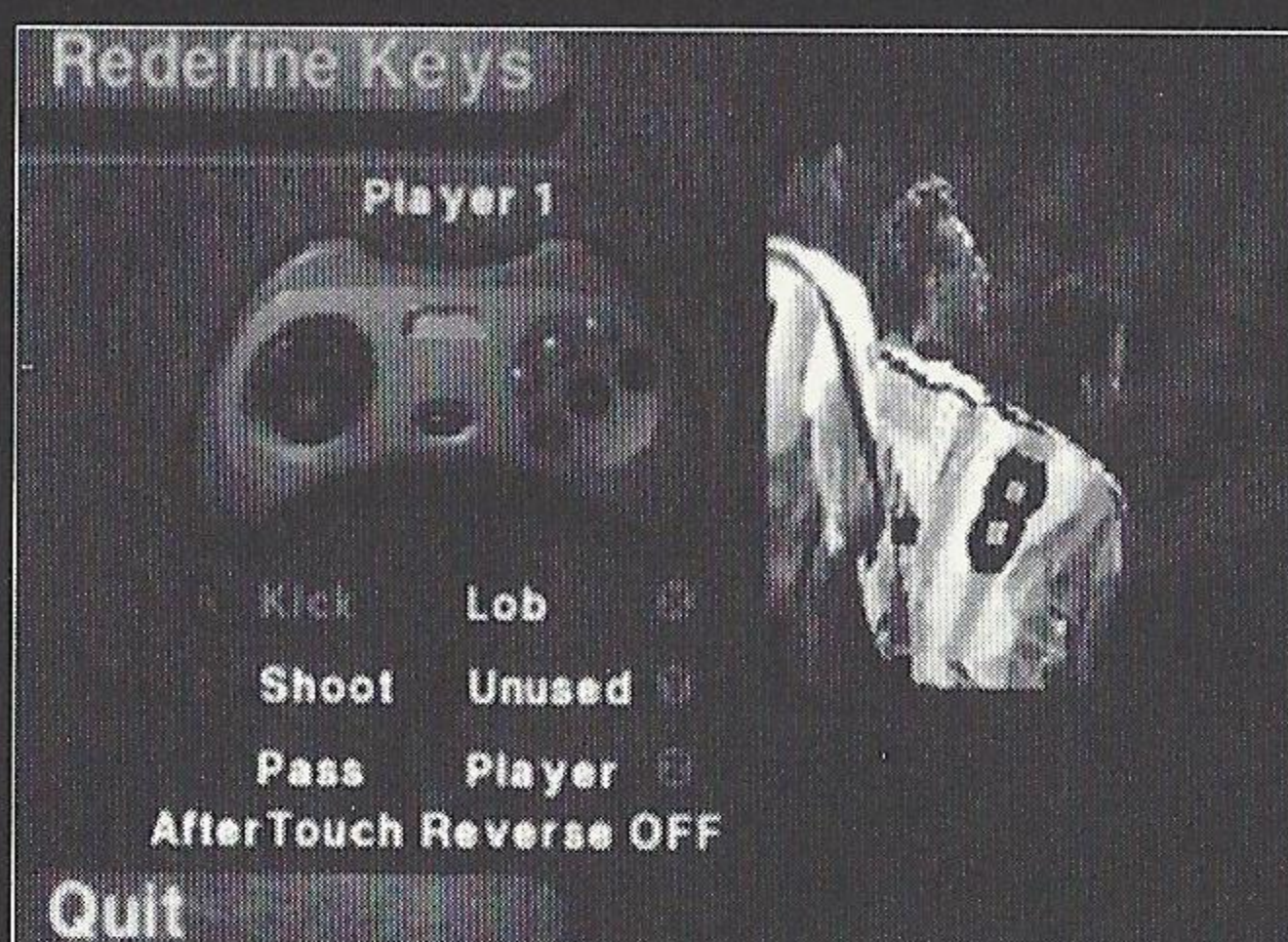
Load

CHOOSE THIS OPTION TO RESUME YOUR PLACE IN A PREVIOUSLY SAVED COMPETITION MATCH SCHEDULE. A LIST OF SAVED COMPETITION GAMES WILL APPEAR. HIGHLIGHT THE DESIRED ONE AND PRESS THE START OR C BUTTON TO BEGIN.

Quickplay 1P

SELECT THIS TO BEGIN A SINGLE MATCH AGAINST THE COMPUTER. IN A QUICKPLAY GAME, THE COMPUTER CHOOSES THE TEAMS. THIS IS A GREAT WAY TO PRACTICE YOUR GAME SKILLS! QUICKPLAY GAMES ARE NOT SAVED.

Quickplay 2P

SELECT THIS TO PIT TWO PLAYERS AGAINST EACH OTHER IN SINGLE MATCH PLAY.

Game Mode

THE GAME MODE SCREEN IS WHERE YOU CHOOSE HOW MANY PLAYERS WILL BE PLAYING, AND HOW THE RIVALRY WILL BE CONFIGURED. THE SATURN WILL SENSE HOW MANY CONTROLLERS ARE PLUGGED IN, AND DISALLOW ANY GAME CONFIGURATION THAT IS NOT POSSIBLE.

Game Options

ONCE YOU'VE MADE YOUR SETUP AND OTHER GAME PLAY SELECTIONS, IN BOTH FRIENDLY AND COMPETITION MODES YOU'LL BE ASKED TO SET GAME OPTIONS SPECIFIC TO EACH MODE. PLAYER 1 ALWAYS SETS THE GAME OPTIONS. PRESS THE D-PAD TO HIGHLIGHT A DESIRED OPTION, AND LEFT OR RIGHT TO TOGGLE BETWEEN THE VARIOUS SETTINGS. WHEN YOU'RE SATISFIED WITH YOUR SETTINGS, PRESS THE START BUTTON TO CONTINUE TO THE NEXT SCREEN.

FOR ITEMS THAT MUST BE TURNED ON AND OFF USE A OR C BUTTON.

Friendly Options

Duration

CHOOSE THE MATCH LENGTH. SETTINGS INCLUDE 3, 5, 7 AND 10 MINUTES.

Pitch

CHOOSE THE GROUND CONDITIONS ON THE "PITCH" (FIELD). TOGGLE BETWEEN NORMAL, ICY, WET AND DRY CONDITIONS.

Wind

CHOOSE THE WIND CONDITIONS ON THE FIELD. TOGGLE BETWEEN NONE, LIGHT, STRONG AND GALE WINDS.

Offsides

PLAY WITH THE OFFSIDES RULE OBSERVED OR IGNORED. (SEE RULES ON PAGE 23 FOR DETAILS).
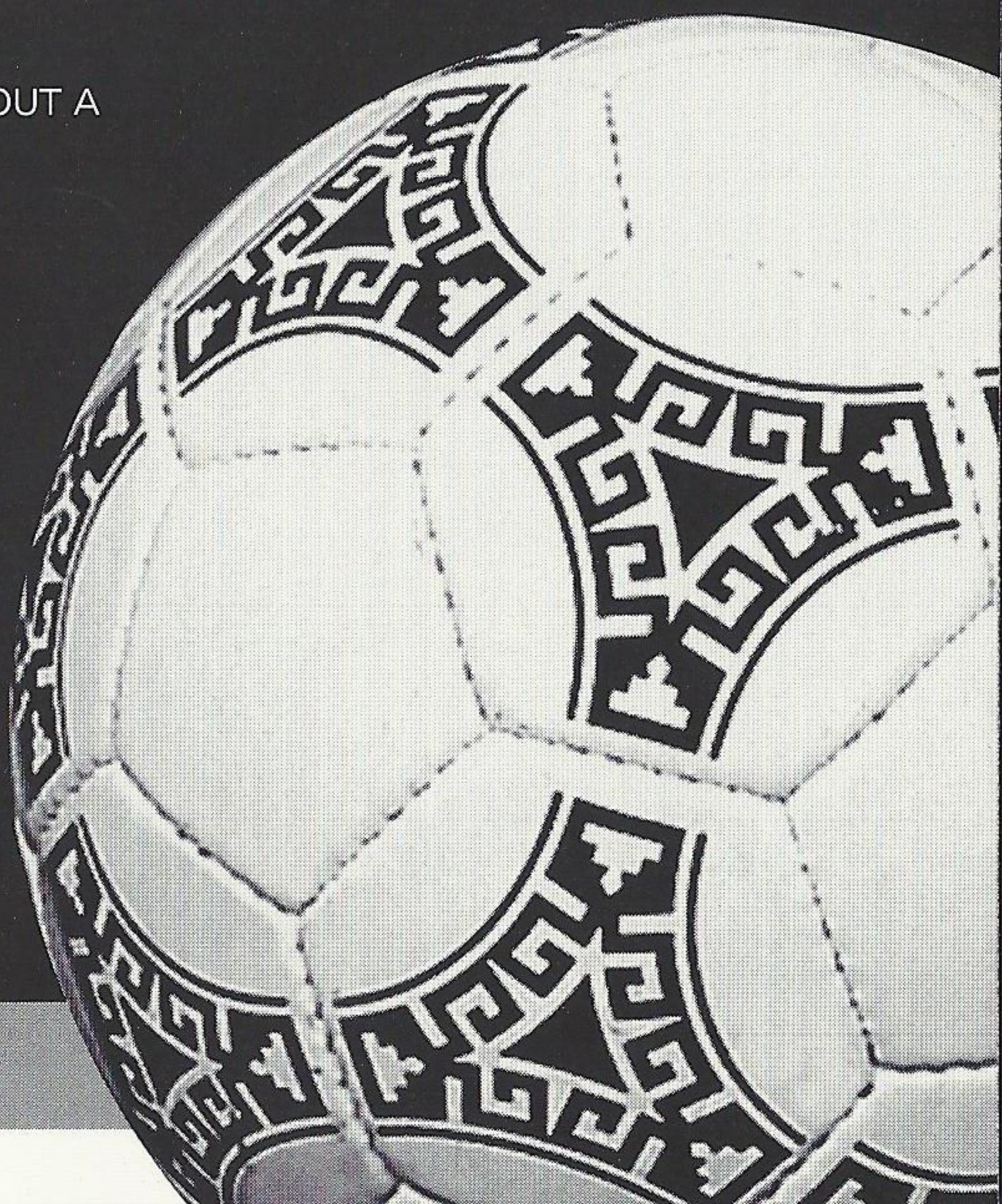
Extra Time

CHOOSE TO PLAY WITH OR WITHOUT A TOURNAMENT-STYLE OVERTIME TIE-BREAKER PERIOD.

Shootout

CHOOSE TO PLAY WITH OR WITHOUT THE "PENALTY SHOOT OUT", WHERE OPPOSING TEAMS WHO REMAIN TIED AFTER EXTRA TIME HAS EXPIRED SETTLE THE MATCH BY TAKING TURNS TRYING TO KICK A GOAL PAST EACH OTHER'S GOAL-KEEPER.

Duration | Options
3 Min. 5 Min.
7 Min. 10 Min.
Pitch
Normal Icy
Wet Dry
Wind
None Light
Strong Gale
Offsides
Extra Time
ShootOut

Competition Options

AFTER SELECTING ONE OF THE FOUR COMPETITION GAME TYPES, YOU WILL SEE THE COMPETITION OPTIONS SCREEN. NOTE THAT IN TROPHY MODE AND EURO 96 MODE, ONLY MATCH DURATION AND OFFSIDES OPTIONS ARE AVAILABLE. THE REMAINING OPTIONS APPLY TO BOTH LEAGUE AND TOURNAMENT PLAY.

Number of Teams

SET HOW MANY TEAMS WILL BE PARTICIPATING IN TOURNAMENT OR LEAGUE PLAY.

• IN TOURNAMENT MODE, CHOOSE TO HAVE 4, 8, OR 16 TEAMS COMPETE.

• IN LEAGUE MODE, CHOOSE TO HAVE 2, 3, 4, 6 OR 8 TEAMS IN COMPETITION.

Duration

CHOOSE THE MATCH LENGTH. SETTINGS INCLUDE 3, 5, 7 AND 10 MINUTES.

Skill Level

CHOOSE BETWEEN EASY, MEDIUM AND HARD SKILL LEVELS.

Offsides

PLAY WITH THE OFFSIDES RULE OBSERVED OR IGNORED. (SEE RULES ON PAGE 23 FOR DETAILS).

Selecting Teams

PLAYER

Select Teams

Argentina	Japan
Australia	Mexico
Austria	Morocco
Belgium	New Zealand
Bolivia	Nigeria
Brazil	Norway
Bulgaria	Poland
Cameroon	Rep. Ireland
Canada	Romania
Colombia	Russia
Czech Rep.	Saudi Arabia
Denmark	Scotland
England	South Africa
Finland	South Korea
France	Spain
Germany	Sweden
Greece	Switzerland
Holland	USA
Italy	Wales

AFTER SETTING YOUR GAME OPTIONS (IN EITHER FRIENDLY OR COMPETITION MODE), YOU'LL COME TO THE TEAM SELECT SCREEN, WHERE YOU CAN CHOOSE FROM AN OUTSTANDING ROSTER OF INTERNATIONAL COMPETITORS. IF PLAYING A FRIENDLY ONE PLAYER GAME, YOU WILL CHOOSE BOTH YOUR TEAM AND WHICH COMPUTER-CONTROLLED TEAM YOU WILL FACE. IN MULTI-PLAYER FRIENDLY AND COMPETITION GAMES, PLAYERS CHOOSE TEAMS IN ORDER, BEGINNING WITH PLAYER ONE.

• TO SELECT A TEAM: SCROLL TO HIGHLIGHT THE DESIRED TEAM USING THE D-PAD. THE FLAG OF THE HIGHLIGHTED COUNTRY WILL APPEAR ABOVE THE WORD PLAYER. PRESS THE A OR C BUTTON TO INITIALIZE YOUR SELECTION. THE COUNTRY NAME WILL APPEAR UNDER PLAYER, AND WILL BE GRAYED OUT ON THE TEAM LIST, MEANING IT IS NO LONGER AVAILABLE.
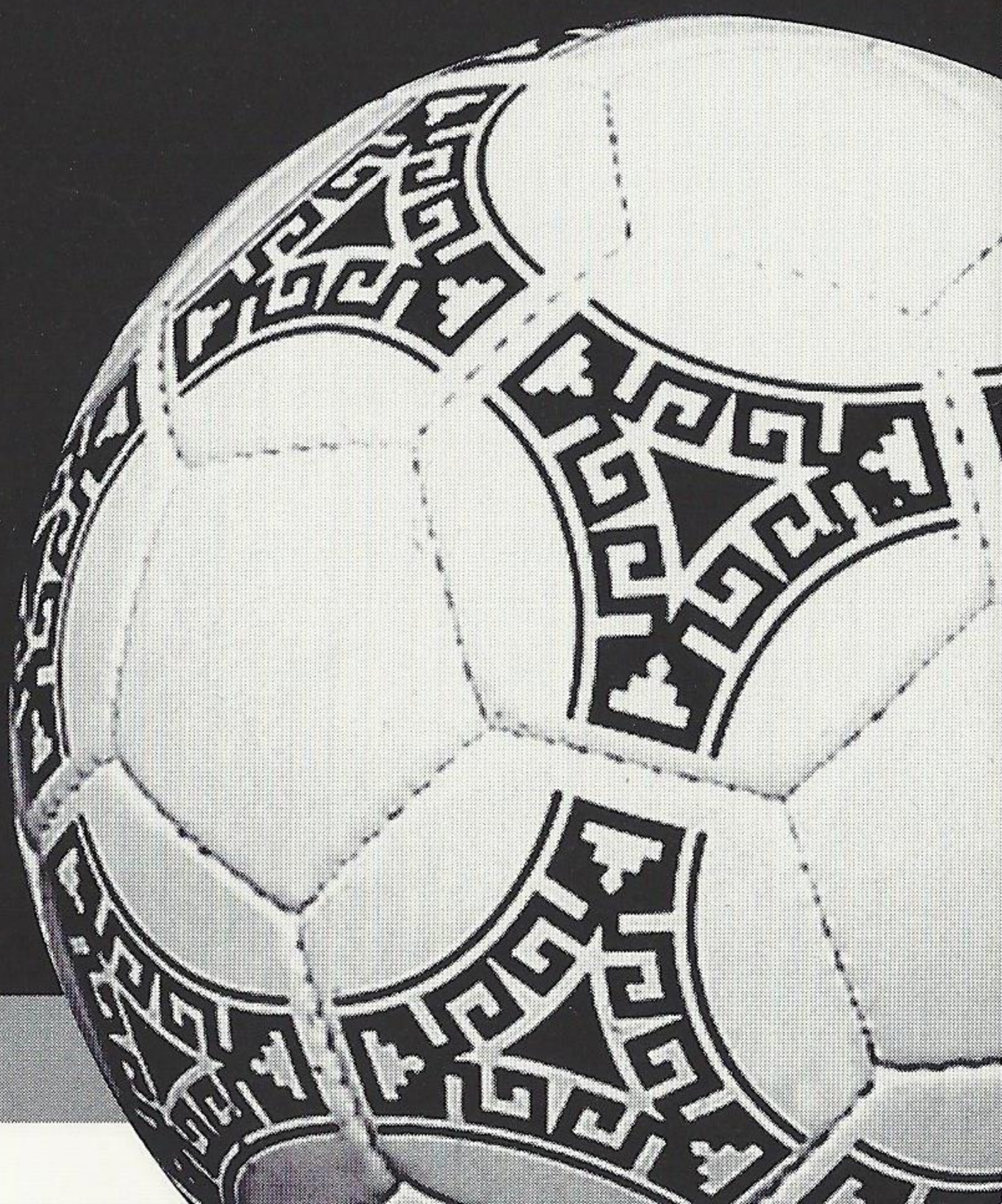
Team Management

WHEN ALL PLAYERS HAVE MADE THEIR TEAM SELECTIONS (OR IF YOU'VE LOADED A PREVIOUSLY SAVED COMPETITION TEAM), IT'S TIME TO VIEW THE ATTRIBUTES OF INDIVIDUAL TEAM MEMBERS, AND TO MAKE DECISIONS ABOUT THE FORMATION AND THE STRATEGY YOU WANT TO USE PRIOR TO KICKOFF (FORMATIONS AND STRATEGY CAN ALSO BE ALTERED DURING A MATCH IN THE PAUSE SCREEN). NOTE: YOU CAN MAKE CHANGES TO YOUR TEAM ROSTER ON THE SUBSTITUTION SCREEN IN PAUSE MODE (SEE SUBSTITUTIONS ON PAGE 19).

Player Attributes

AN 11 MAN TEAM ROSTER APPEARS AT THE LEFT OF YOUR SCREEN (SUBSTITUTES ARE BELOW), WITH THE HIGHLIGHTED PLAYER'S ATTRIBUTES TO THE RIGHT. EACH PLAYER IS RATED IN 6 IMPORTANT SKILL CATEGORIES: SHOOTING, HEADING, SPEED, TACKLING, PASSING AND SET PIECES. TO VIEW ANY PLAYER'S ATTRIBUTES, PRESS UP OR DOWN ON THE D-PAD TO MOVE THE HIGHLIGHT. THE ATTRIBUTES WILL AUTOMATICALLY CHANGE WITH EACH PLAYER. THE HIGHLIGHTED PLAYER'S POSITION NUMBER WILL ALSO BE HIGHLIGHTED ON THE FIELD DISPLAY AT THE RIGHT.

Formation

YOU CAN CHOOSE BETWEEN NINE FORMATIONS. TO VIEW THE DIFFERENT FORMATIONS, PRESS UP OR DOWN ON THE D-PAD. THE FIELD DISPLAY AT THE BOTTOM RIGHT OF YOUR SCREEN WILL SHOW THE NUMBER AND LOCATION OF EACH POSITION/ PLAYER.

Strategy

YOU HAVE NINE STRATEGIC OPTIONS TO CHOOSE FROM! ACTION ARROWS ON THE FIELD DISPLAY INDICATE THE GENERAL MOVEMENT OF EACH STRATEGY.

WHEN YOU'RE THROUGH VIEWING YOUR TEAM ROSTER AND SETTING YOUR TEAM MANAGEMENT OPTIONS, PRESS THE START BUTTON. IT'S GAME TIME!

Game Features

TIMER

00.09

PLAYER DISPLAY

SCORE

ENGLAND
DICKSON   0   0   SCOTLAND
                                        SCOTT
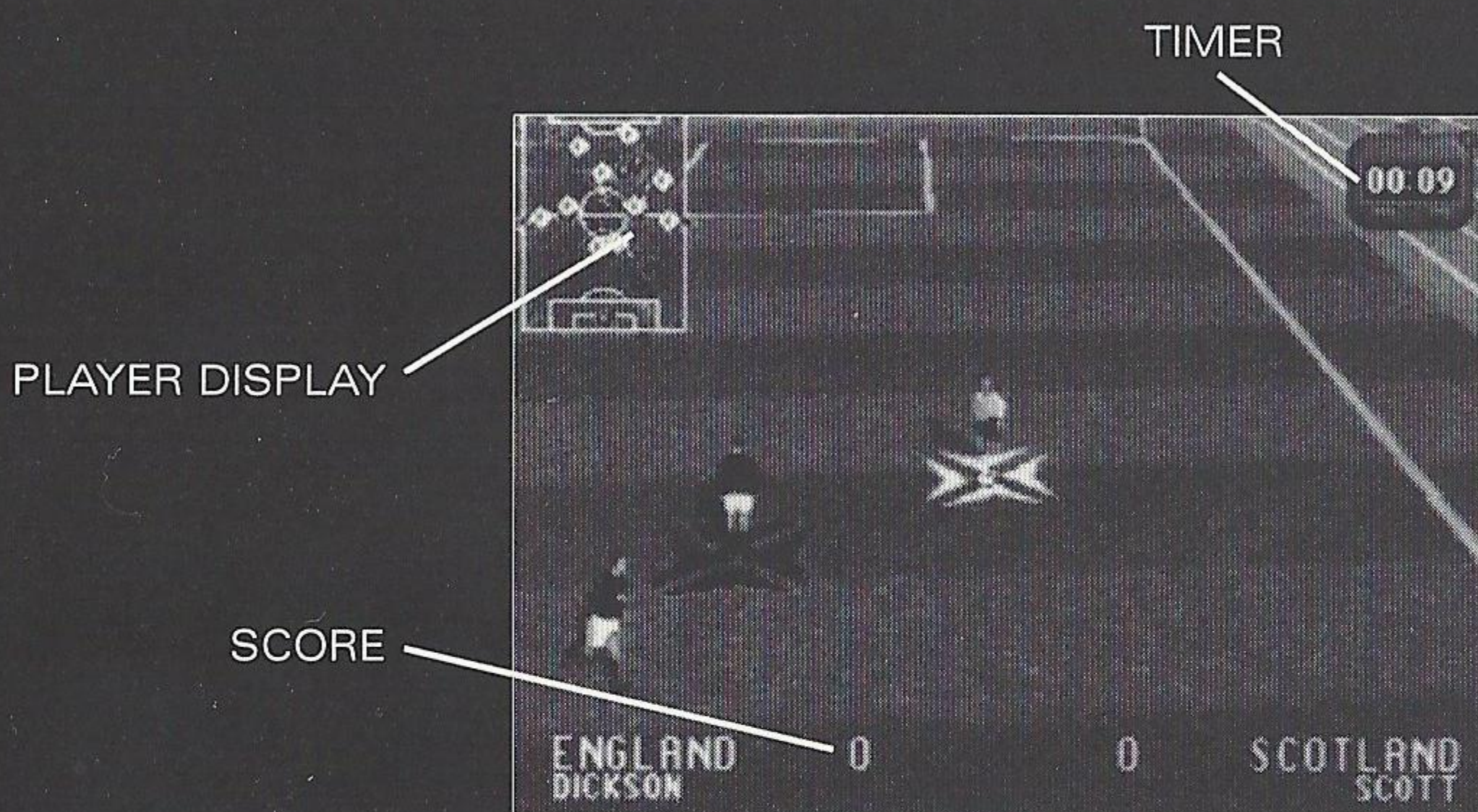
Player Display Scanner

DURING A MATCH, THE POSITION OF ALL TEAM PLAYERS IS SHOWN ON A SCANNER DISPLAY IN THE UPPER LEFT OF THE SCREEN. USE THIS DISPLAY TO KEEP TRACK OF THE ACTION.
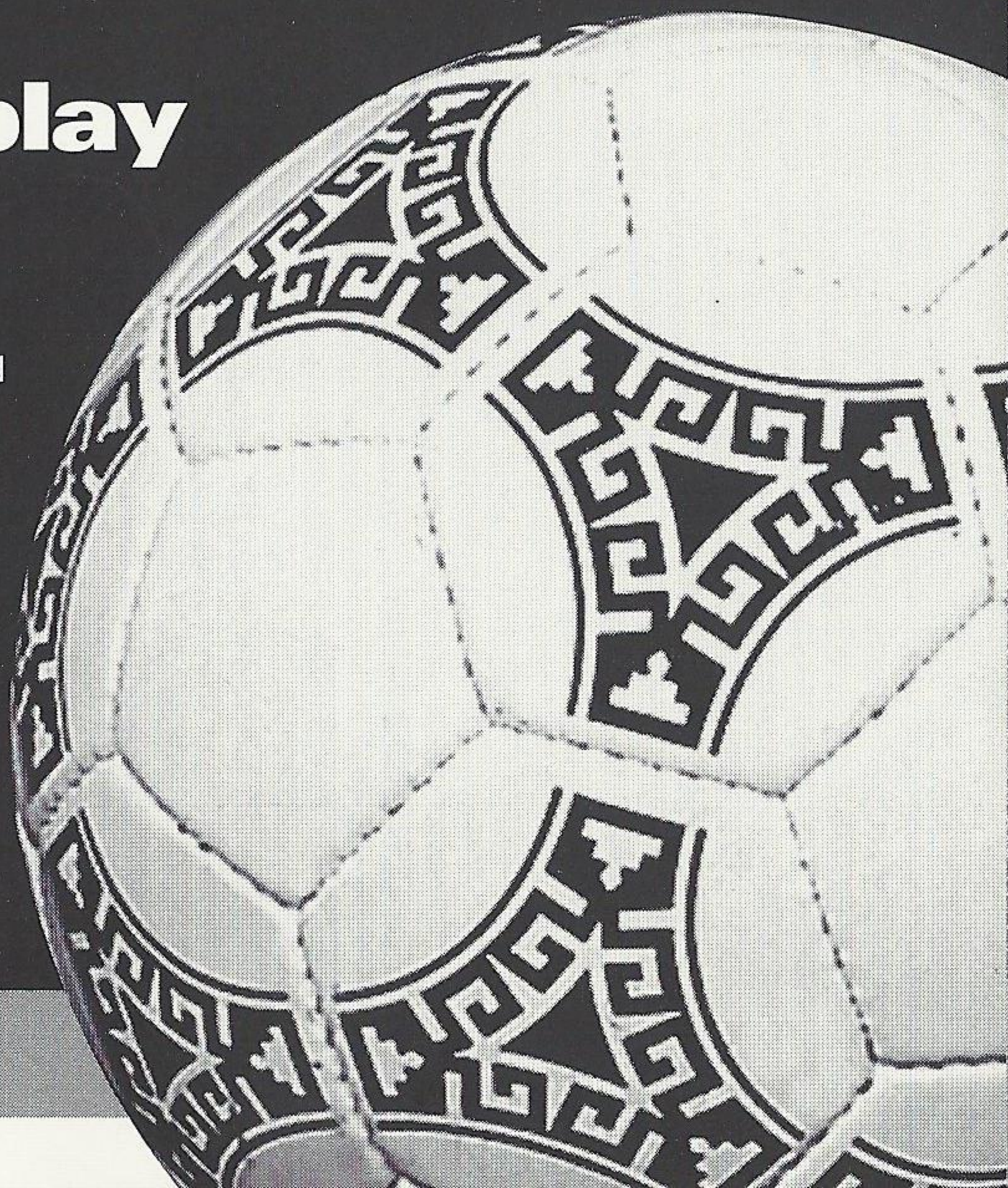
Timer

DURING PLAY, A TIMER IN THE UPPER RIGHT CORNER COUNTS DOWN THE MINUTES LEFT IN EACH HALF. WHEN THE CLOCK REACHES 0:00, TIME IS OUT AND THE HALF OR THE GAME IS OVER UNLESS THERE IS INJURY TIME. THIS IS TIME ADDED BY THE REF FOR STOPPAGES IN PLAY. THE CLOCK WILL READ "INJ" DURING THIS PERIOD.
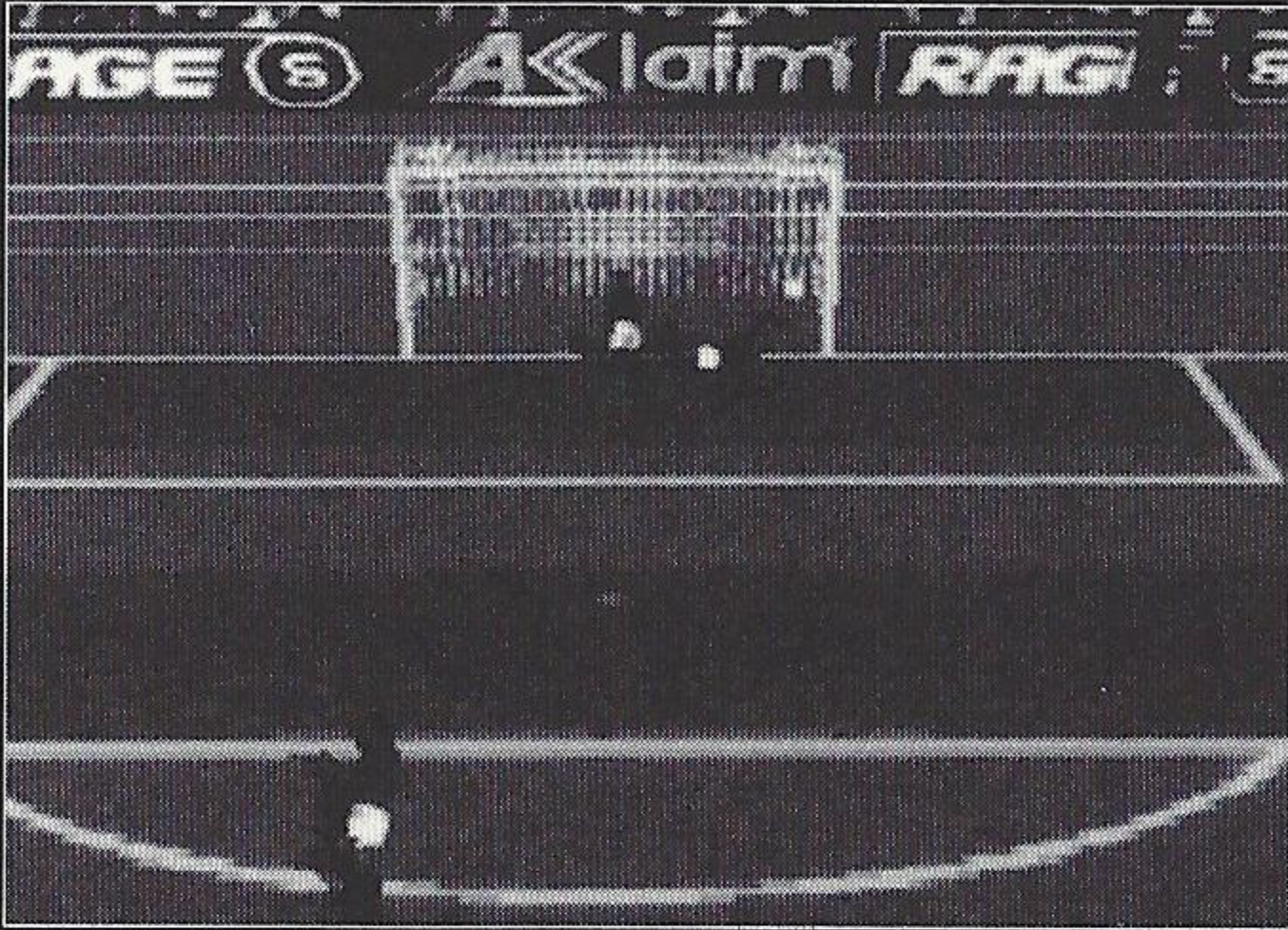
Replays

AFTER EACH GOAL OR PENALTY, A REPLAY OF THE EXCITING MOMENT IS SHOWN. AN R FLASHES IN THE UPPER RIGHT HAND CORNER OF THE SCREEN.

Default Controls

CONTROLS ARE FOR BOTH SIMULATION AND ARCADE MODES, EXCEPT WHERE NOTED.

THESE ARE DEFAULT CONTROLS. YOU MAY RECONFIGURE BUTTON CONTROLS TO YOUR LIKING BY SELECTING REDEFINE KEYS IN THE SETUP OPTION SCREEN.

- THE GOAL-KEEPER IS AUTOMATICALLY CONTROLLED, EXCEPT WHERE NOTED BELOW

- THE LONGER AN ACTION BUTTON IS HELD, THE HARDER THE KICK, SHOOT OR PASS WILL BE.

- TO CURL THE FLIGHT OF THE BALL, ROTATE THE D-PAD AS THE ACTION BUTTON IS RELEASED

- IF THE D-PAD DIRECTION IS PRESSED BACKWARD, THE DIRECTION OF MOST ACTIONS WILL BE REVERSED

Player has the ball

DRIBBLE IN DESIRED DIRECTION
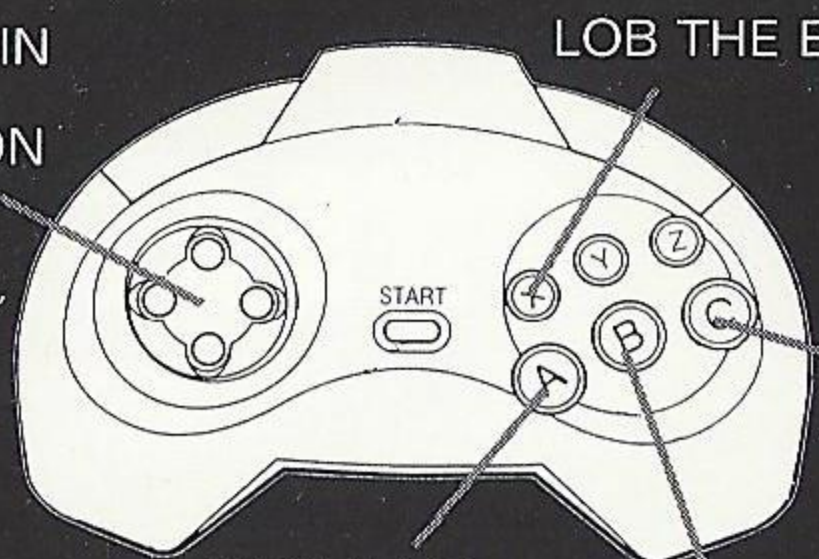
LOB THE BALL*

PASS BALL TO TEAMMATE

KICK BALL

SHOOT BALL

PRESSING **A** AND **X** SIMULTANEOUSLY WILL MAKE THE PLAYER "CHIP AND RUN"*

*SIMULATION MODE ONLY

Player is chasing the ball

RUN IN DESIRED DIRECTION
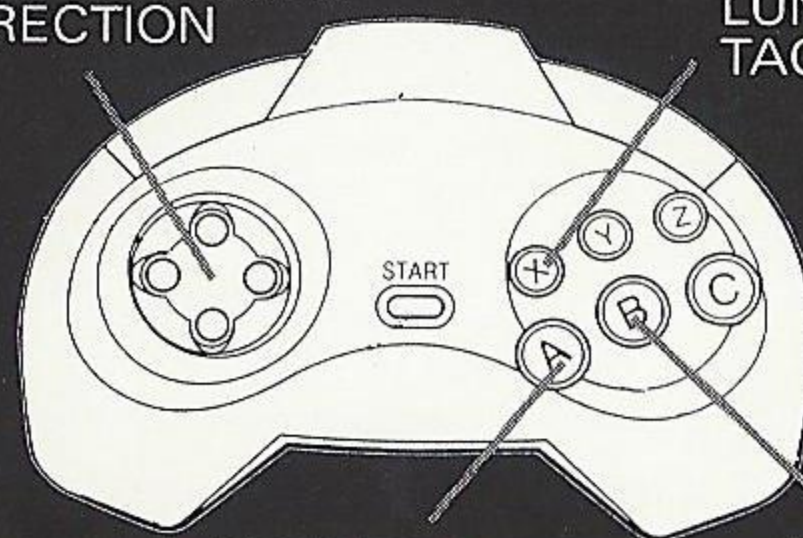
LUNGING TACKLE*

SPRINT IN D-PAD DIRECTION

SLIDE TACKLE

*SIMULATION MODE ONLY

Ball is Free (Simulation Mode)

TRAP BALL

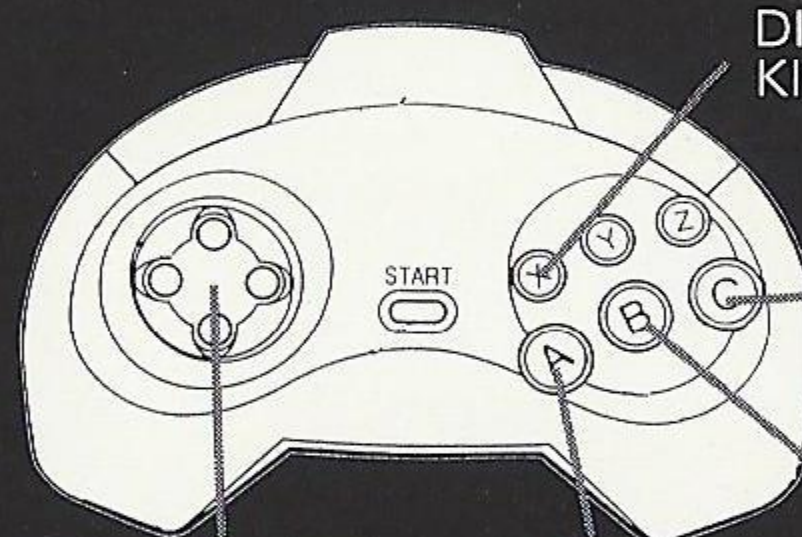CONTROL DIFFERENT PLAYER

SPRINT

Goal-Keeper is holding ball
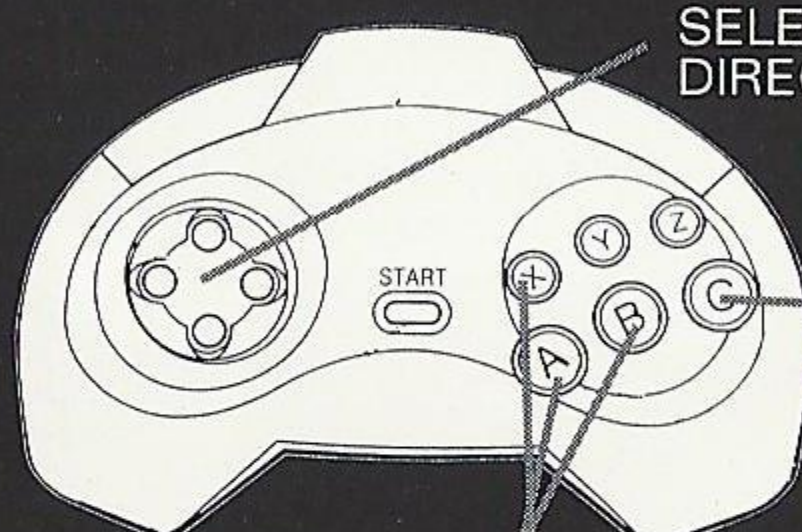
SELECT KICK DIRECTION

THROW BALL

KICK BALL

Ball is in the Air (Simulation Mode)

VOLLEY BALL
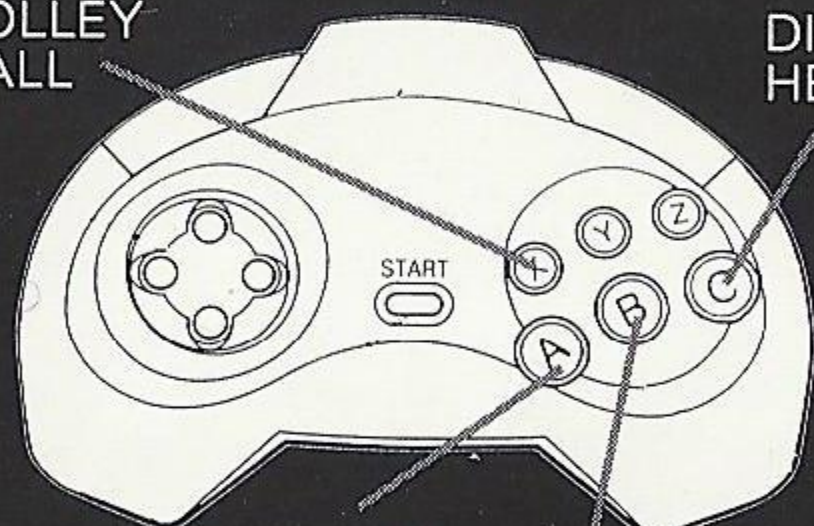
DIVING HEADER

JUMPING HEADER

OVERHEAD KICK

Free Kick

DIPPING KICK

HIGH KICK

LOW KICK

POSITION KICK TARGET

NORMAL KICK
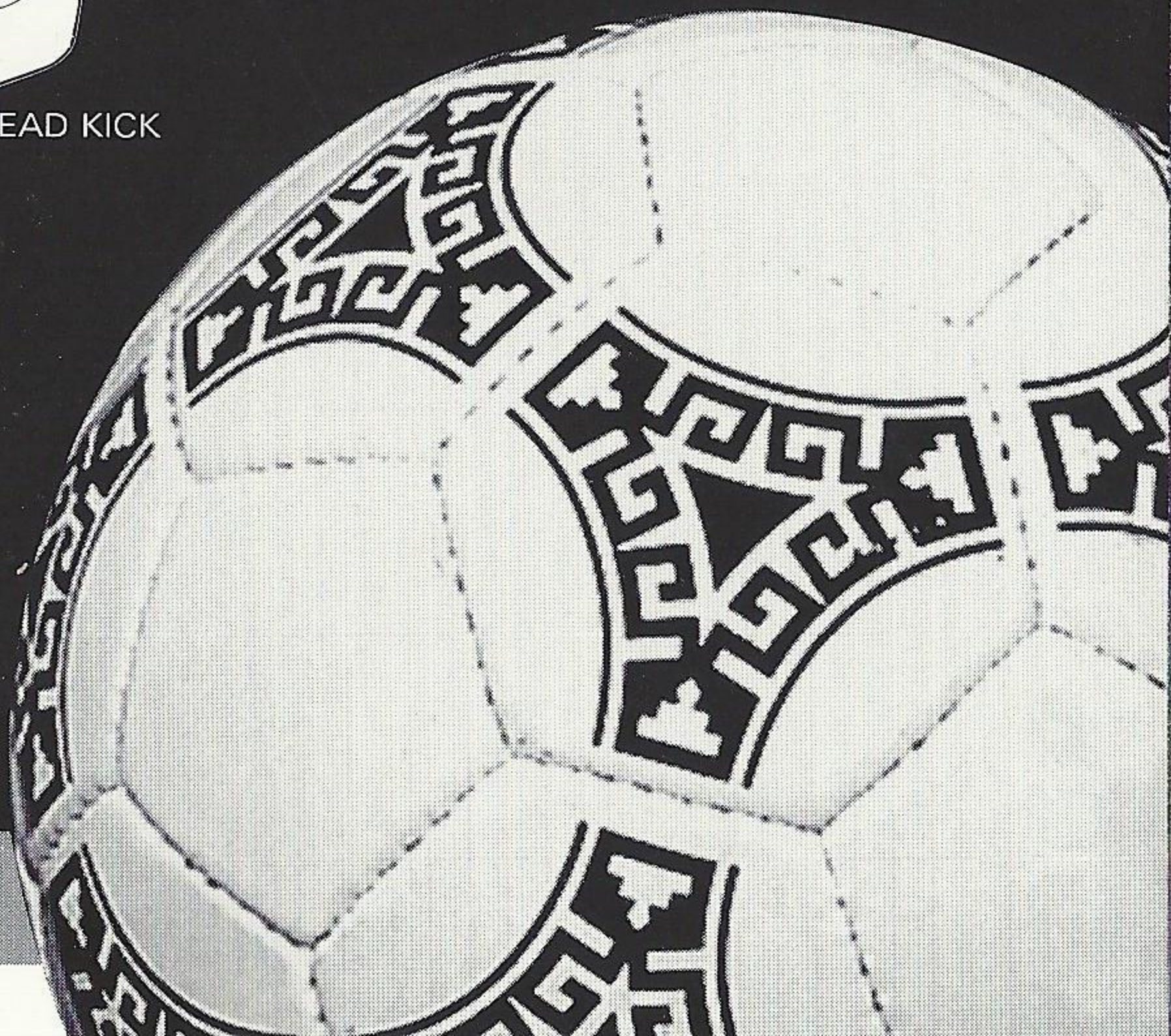
Ball is Free on ground or in air (Arcade Mode)

POSITION KICK TARGET

TRAP BALL

JUMPING HEADER, OVERHEAD KICK OR DIVING HEADER

VOLLEY BALL (WHEN BALL IS IN AIR)

Corner Kick

POSITION KICK TARGET

KICK

Throw In

LEFT AND RIGHT SELECT THROW IN DIRECTION

HIGH THROW

NORMAL

LOW THROW

Penalty (Goal-keeper)

SELECT DIVE DIRECTION

Penalty

SELECT KICK DIRECTION

KICK BALL

Goal Kick

POSITION TARGET DEVICE
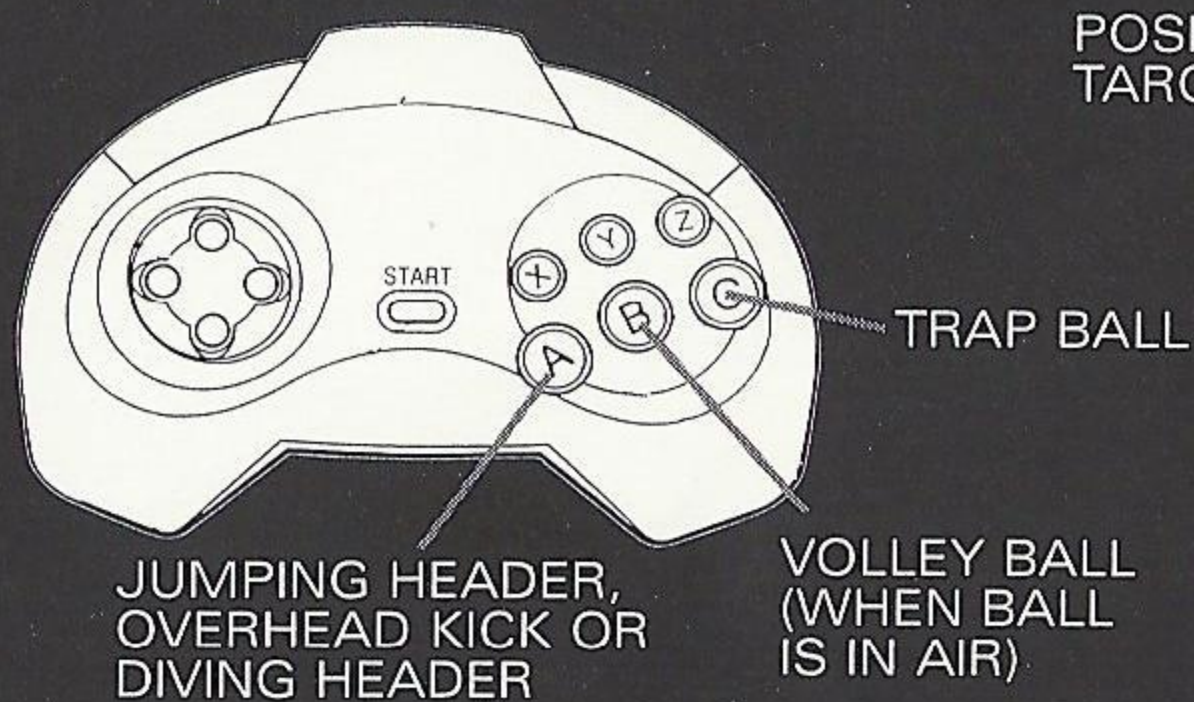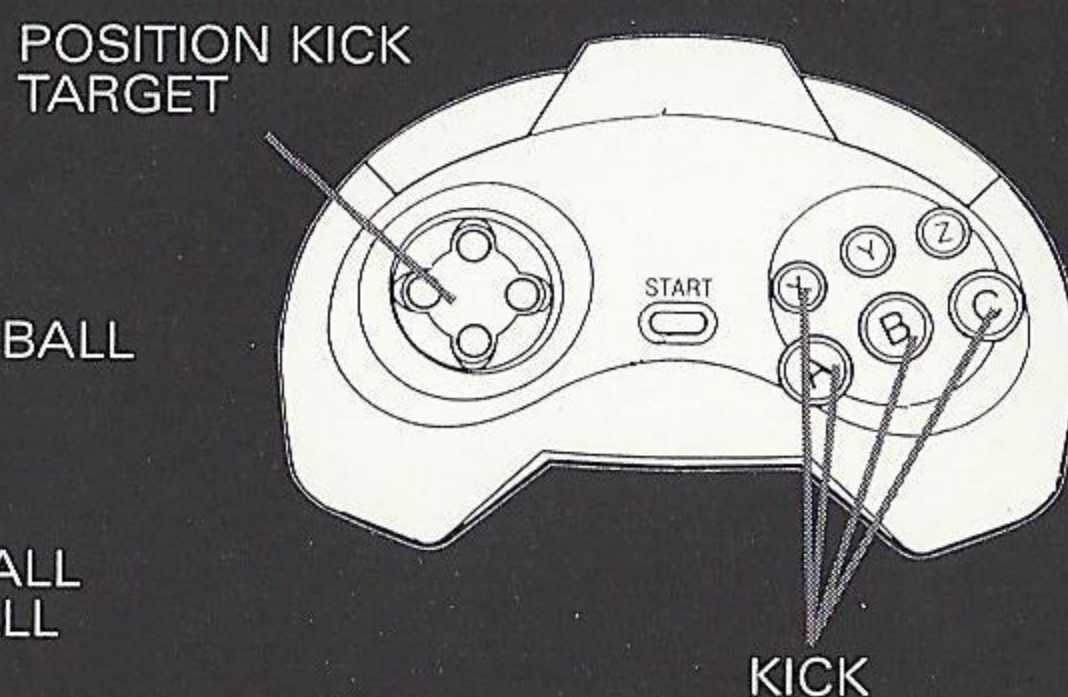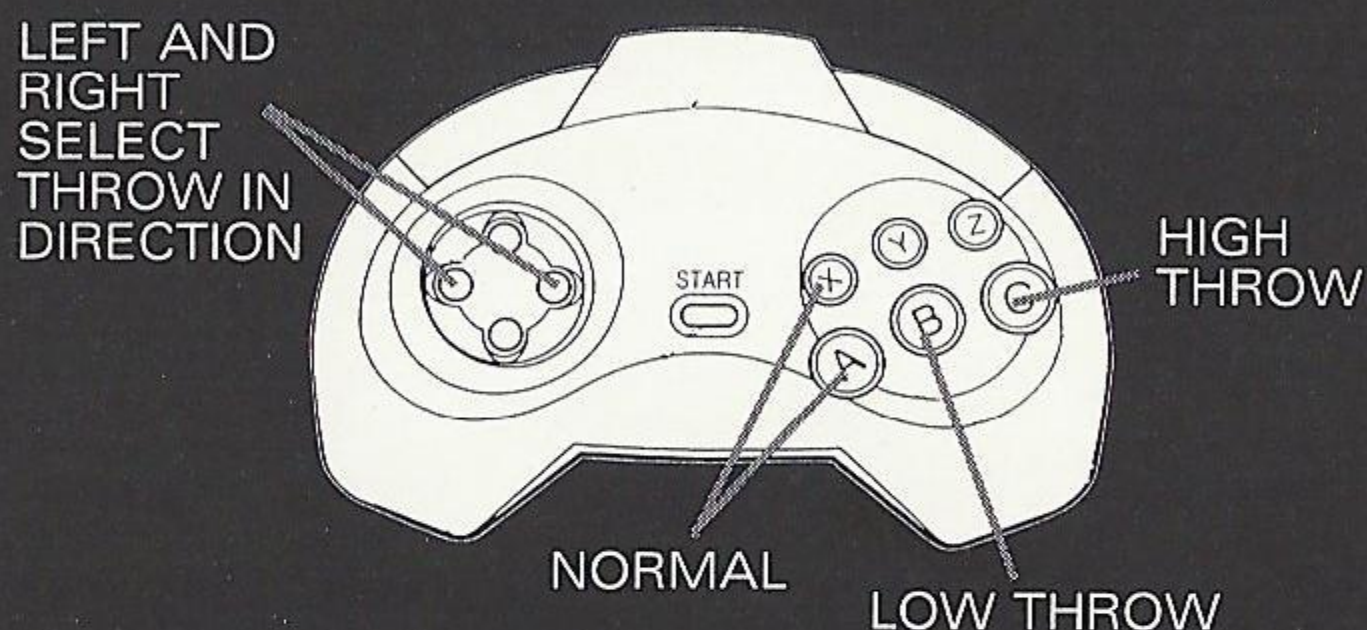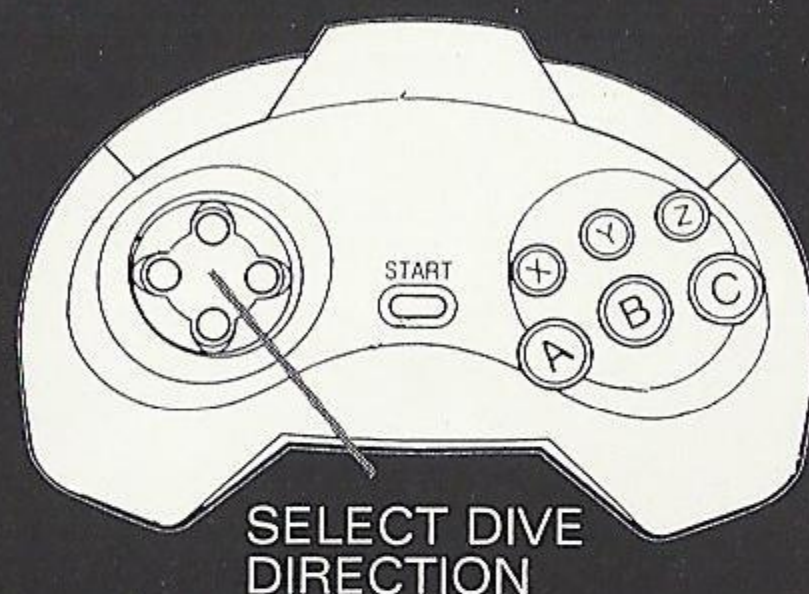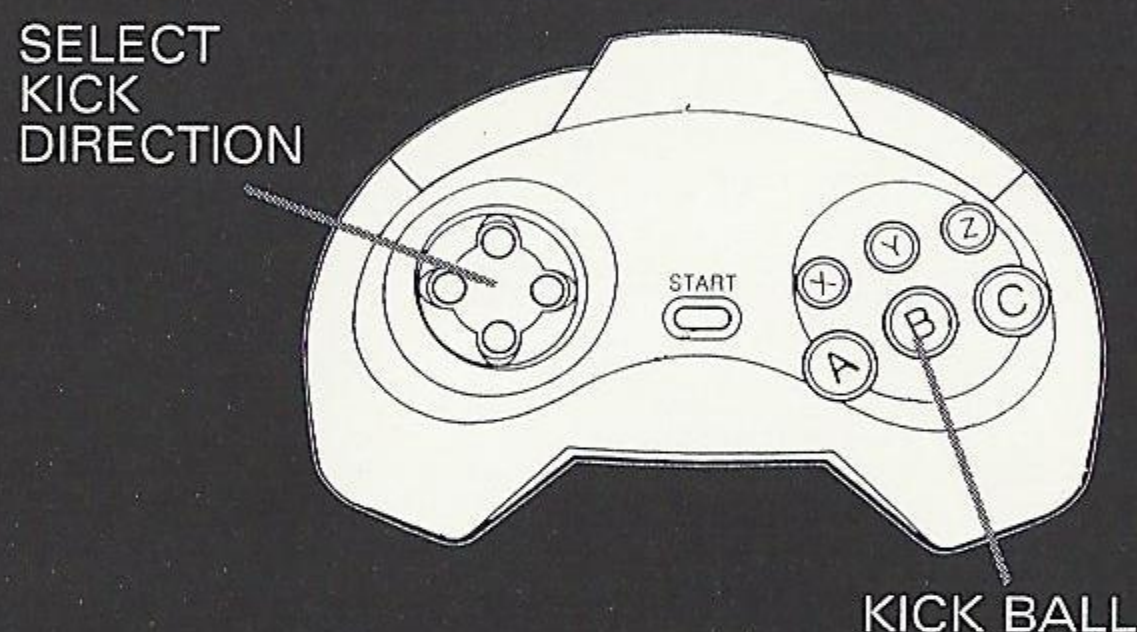
TAKE GOAL KICK

Friendly Games

THESE SINGLE MATCHES ARE IDEAL FOR HONING YOUR SKILLS AND PRACTICING YOUR TACTICS. IN FRIENDLY MATCHES, YOU CHOOSE AND MANAGE YOUR TEAMS AS IN COMPETITION MODE, BUT YOU CANNOT SAVE THESE GAMES.

Competition Games

STRIKER 96™ OFFERS YOU FOUR THRILLING GAME TYPES: TROPHY, TOURNAMENT LEAGUE AND EURO 96. THESE GAMES CAN BE SAVED AND LOADED LATER SO YOU CAN RETAIN YOUR PLACE IN THE TENSE COMPETITIONS THAT AWAIT—AND MAYBE SURVIVE TO WIN IT ALL!

Trophy

MATCHES CONSIST OF TWO STAGES. FIRST, SIX LEAGUES WITH FOUR TEAMS EACH BATTLE UNTIL 16 REMAIN. THESE TEAMS THEN ENTER A TOURNAMENT ROUND UNTIL A FINAL WINNER EMERGES.

Tournament play

CONSISTS OF 4, 8 OR 16 TEAMS COMPETING IN PAIRS. THE WINNER OF THE FIRST ROUND GOES ON TO THE NEXT AND SO ON, UNTIL ALL BUT THE BEST HAVE BEEN ELIMINATED AND A SINGLE TEAM IS CROWNED CHAMPION. IN TOURNAMENT PLAY, IF A MATCH RESULTS IN A DRAW, EXTRA TIME (OVERTIME) PLAY BEGINS, FOLLOWED BY A PENALTY SHOOTOUT IF NEEDED.

EXTRA TIME THIS IS AN OVERTIME PERIOD DURING WHICH THE TEAM WITH HIGHEST SCORE AT THE END OF THE EXTRA PERIOD WINS.

PENALTY SHOOT-OUT IF NO WINNER EMERGES IN EXTRA TIME, THE MATCH GOES TO THE PENALTY SHOOT-OUT PHASE. THIS CONSISTS OF EACH TEAM TAKING FIVE FREE KICKS AT THE OPPOSING GOAL. THE TEAM WITH THE MOST POINTS IS THE WINNER. IF THERE IS STILL A TIE AFTER FIVE KICKS APIECE, THE SHOOT-OUT CONTINUES UNTIL ONE OF THE TEAMS MANAGES TO SCORE.
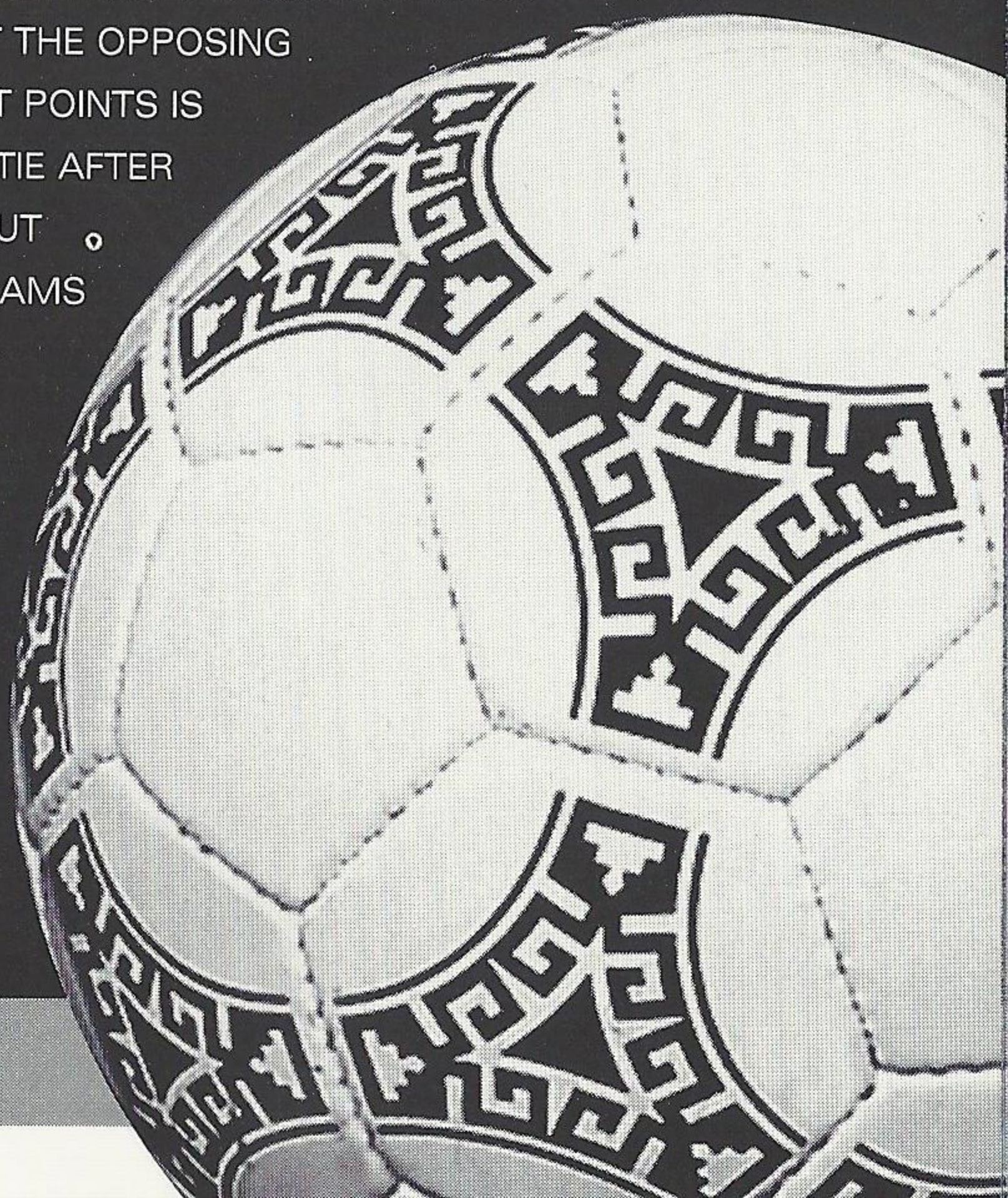
LEAGUE COMPETITION FEATURES UP TO EIGHT TEAMS. EACH TEAM MUST PLAY AGAINST ALL THE OTHER TEAMS IN THE LEAGUE. TEAMS ARE AWARDED POINTS IN LEAGUE PLAY AS FOLLOWS:

WINNING = 3 POINTS

DRAW (EVEN SCORE) = 1 POINT

LOSING = 0 POINTS

WHEN ALL TEAMS HAVE FACED EACH OTHER, THE TEAM WITH THE HIGHEST POINT TOTAL IS THE WINNER. EXTRA TIME AND PENALTY SHOOT-OUTS ARE NOT PART OF LEAGUE PLAY.

Competition Status Screen

IN TROPHY, TOURNAMENT OR LEAGUE PLAY, YOU CAN TRACK YOUR PROGRESS BY VIEWING THE STATUS SCREEN. THIS SCREEN WILL APPEAR AFTER LOADING IN A PREVIOUSLY SAVED GAME. IT SHOWS THE WINS, LOSSES AND POINTS FOR EACH TEAM INVOLVED IN THE PARTICULAR TYPE OF COMPETITION PLAY CHOSEN. IT IS ALSO WHERE YOU CAN CHOOSE TO BEGIN GAME PLAY, SAVE A MATCH, OR QUIT OUT OF THE GAME. TO BEGIN PLAY, PRESS ANY BUTTON WHEN PLAY GAME IS HIGHLIGHTED.

Save
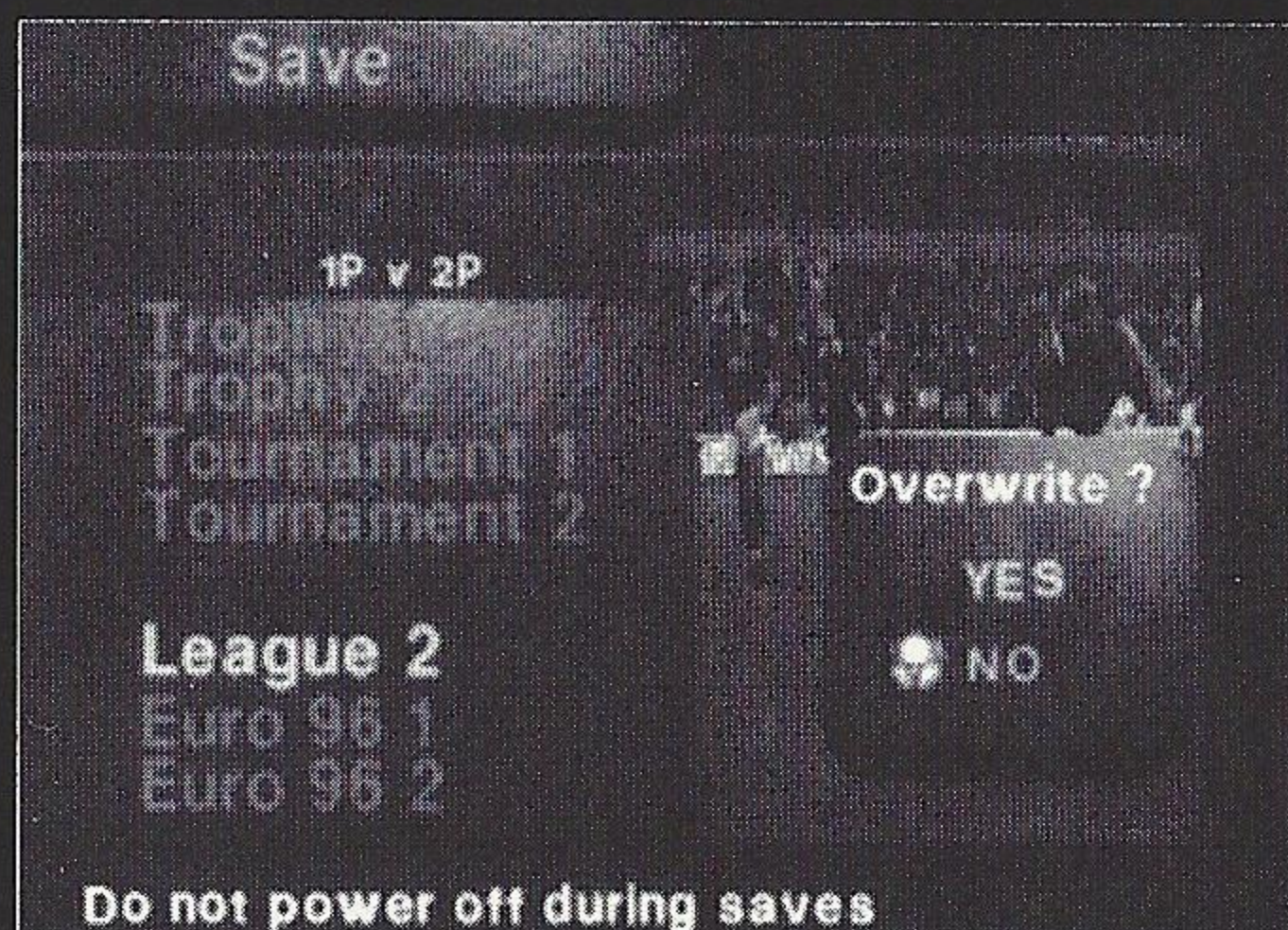
THE STATUS SCREEN IS ALSO WHERE YOU CAN SAVE YOUR CURRENT PLACE IN ANY COMPETITION SCHEDULE AT THE END OF A MATCH. YOU MUST HAVE A MEMORY CARTRIDGE INSERTED IN ORDER TO SAVE GAMES. TO DO SO, HIGHLIGHT SAVE AND PRESS ANY BUTTON. YOU WILL THEN SEE THE SAVE SCREEN, WHERE YOU CAN SAVE YOUR PLACE IN ONE OF TWO SLOTS FOR EACH COMPETITION GAME TYPE.

IF THE CURRENT SLOTS ARE FULL, YOU WILL BE ASKED IF YOU WISH TO OVERWRITE THE CURRENTLY SAVED ITEM. HIGHLIGHT YES TO DO SO. YOUR NEW MATCH WILL BE SAVED AND THE OLD ONE ERASED. YOU WILL THEN RETURN TO THE STATUS SCREEN.

EUROPE 96 WORKS THE SAME AS TROPHY.

Pause Options

AT ANY TIME DURING PLAY, YOU MAY PAUSE THE GAME AND BRING UP THE PAUSE OPTIONS MENU BY PRESSING THE START BUTTON. NOTE: IN INDOOR MODE, FORMATION, STRATEGY AND SUBSTITUTIONS ARE NOT AVAILABLE.
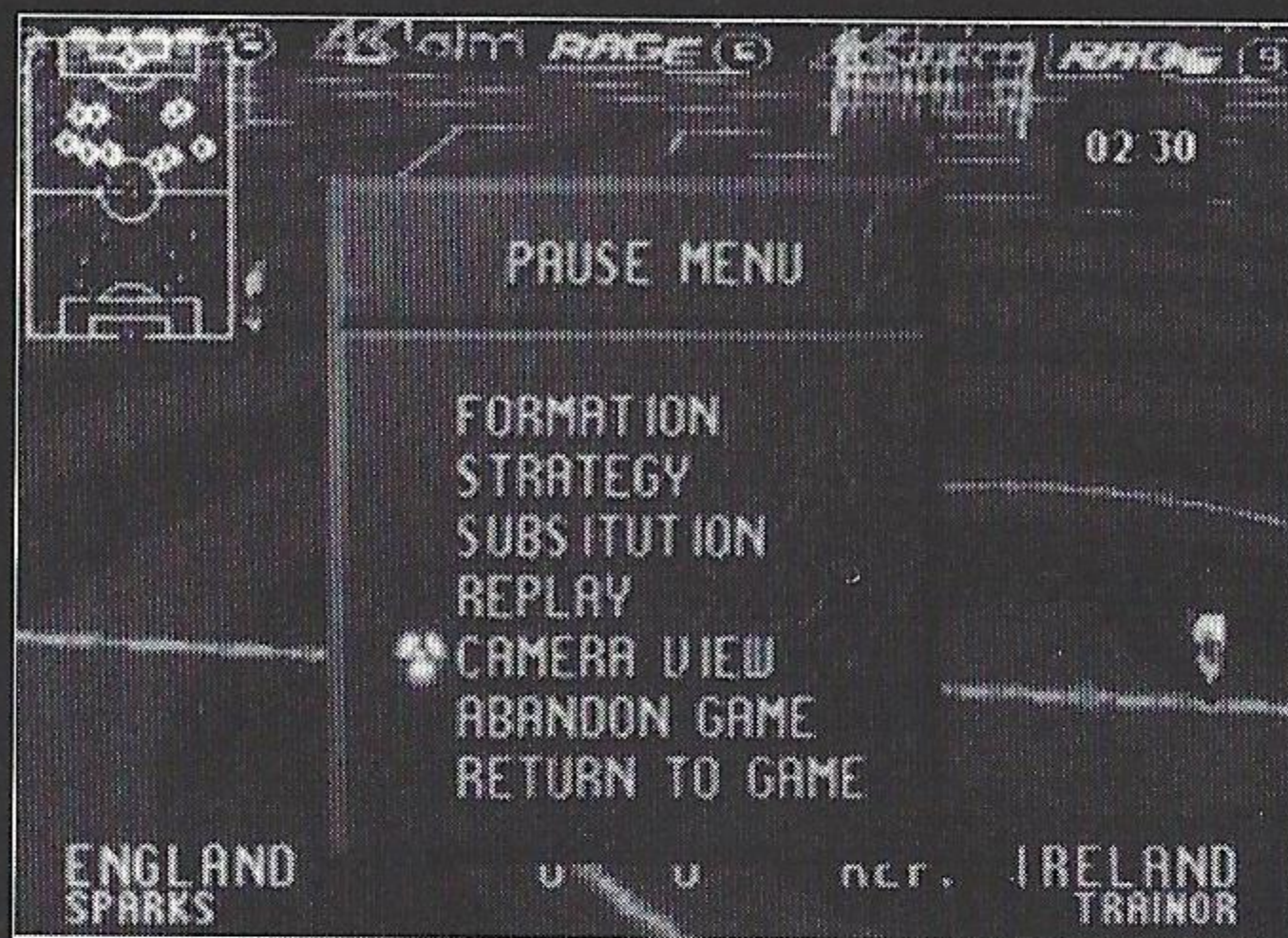
Formation

SEE TEAM MANAGEMENT FOR DETAILS.

Strategy

SEE TEAM MANAGEMENT FOR DETAILS.

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PICK A PLAYER                    02:30

WILLIAMS            PICK SUBSTITUTE
COOPER
DICKSON
JAMES               BROWNING
GOW                 SULLIVAN
WINDSOR             PETERS
BELL                ALBERS
LLOYD               THOMPSON
SPARKS              CANCEL
GLENN
HALEY                           KELLY
CANCEL
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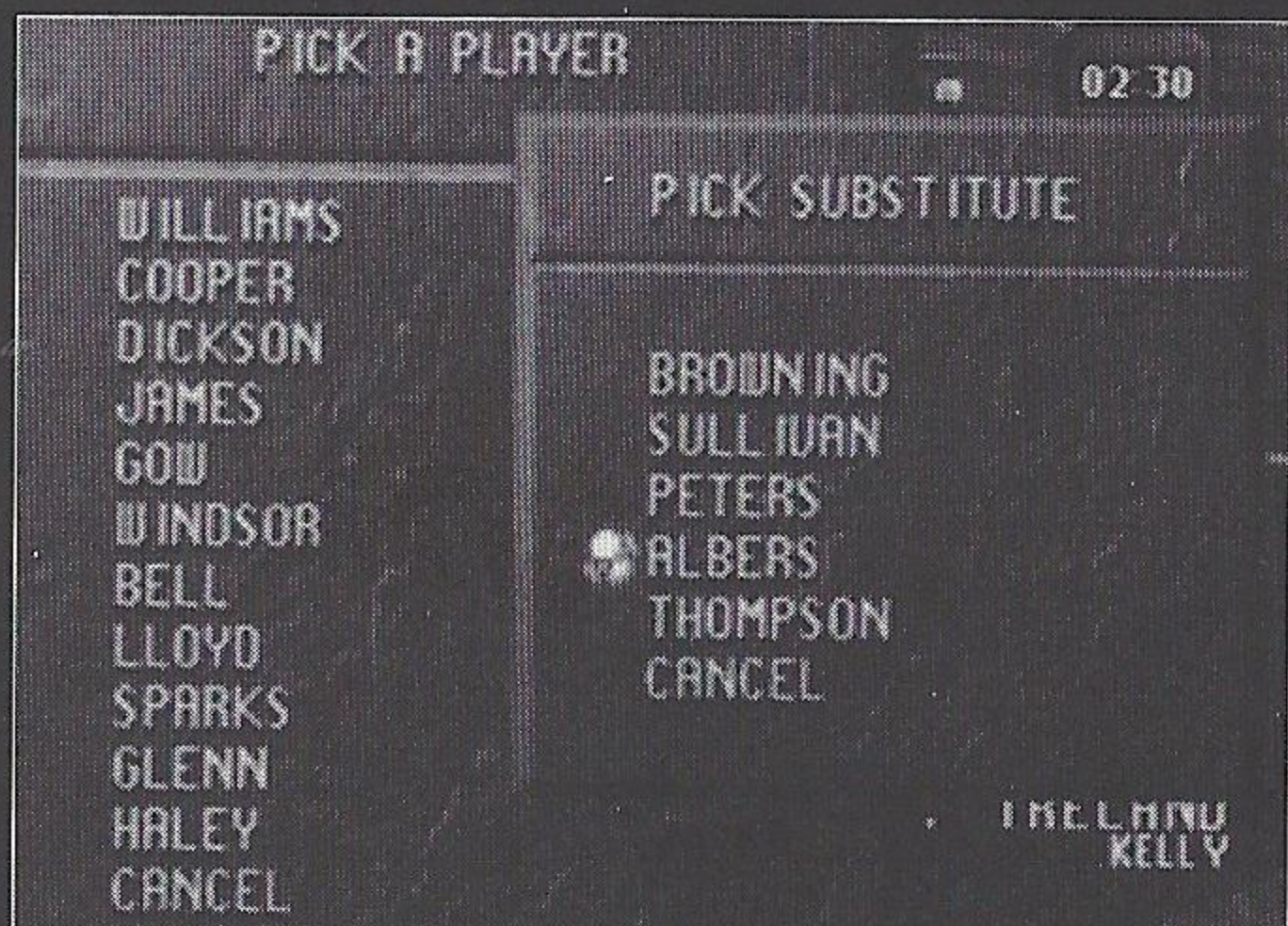
Substitution

PLAYERS MAY BECOME INJURED THROUGH TACKLES, LUNGES, ETC., WHICH WILL DEGRADE THEIR PERFORMANCE. DEGREE. OF INJURY IS SHOWN BY THE AMOUNT OF RED IN EACH PLAYER'S INJURY METER ON THE SUBSTITUTE SCREEN. TO SUBSTITUTE A NEW PLAYER FOR A CURRENT PLAYER, SELECT THE PLAYER YOU WISH TO TAKE OUT BY PRESSING UP OR DOWN ON THE D-PAD, THEN PRESS THE C BUTTON TO SELECT HIM. A LIST OF AVAILABLE SUBSTITUTES WILL APPEAR ON THE RIGHT. HIGHLIGHT THE ONE YOU WISH TO BRING IN AND PRESS THE C BUTTON. TO RETURN TO THE PAUSE OPTIONS SCREEN WITHOUT SUBSTITUTING A PLAYER, HIGHLIGHT CANCEL AND PRESS THE C BUTTON.

Replay

TO VIEW THE LAST BIT OF ACTION, HIGHLIGHT REPLAY, THEN PRESS ANY BUTTON. YOU WILL SEE A FLASHING RED R IN THE UPPER RIGHT CORNER OF THE SCREEN TO INDICATE THAT YOU ARE VIEWING A REPLAY.

Camera View

CHOOSE THIS OPTION TO SELECT ANY OF EIGHT DIFFERENT CAMERA ANGLES FROM WHICH TO ENJOY THE GAME. CHOOSE CANCEL TO RETAIN THE CURRENT SETTING.

Abandon Game

SELECT THIS TO QUIT OUT OF CURRENT GAME AND RETURN TO THE MAIN MENU.

Return to Game

CHOOSE THIS TO RESUME THE CURRENT MATCH.

Results Screen

AT EACH HALF, AND FOLLOWING MATCHES AND OVERTIME, A RESULTS SCREEN WILL APPEAR, GIVING STATS, INCLUDING TERRITORY AND POSSESSION

Match Analysis

AT THE END OF EACH MATCH, YOU WILL SEE THREE SCREENS WHICH GIVE YOU A THOROUGH BREAKDOWN OF EACH TEAM'S PERFORMANCE.

Results

THIS SCREENS SHOWS THE FINAL SCORE. TO SEE THE NEXT SCREEN, PRESS THE A BUTTON.

FINAL SCORE

ITALY	0
MEXICO	3

Match Stats

	ITALY	MEXICO
CORNERS	0	4
FREE KICKS	0	2
PENALTIES	0	0
RED CARDS	0	0
YELLOW CARDS	1	0
SHOTS AT GOAL	0	11
HEADERS	0	9
PASSES	6	21
TACKLES	5	1
TERRITORY	35	65
POSSESSION	42	58

THIS SCREEN GRAPHICALLY REPRESENTS HOW EFFECTIVE YOU WERE AT SHOOTING, HEADING, PASSING AND TACKLING. THE DARK BARS SHOW HOW MANY ATTEMPTS WERE MADE, THE BRIGHT BARS THE AMOUNT THAT WERE SUCCESSFUL. IT ALSO GIVES A RUNDOWN ON THE NUMBER OF CORNERS, FREE KICKS, PENALTIES AND OTHER IMPORTANT STATS. PRESS THE A, B, OR C BUTTON TO SEE THE FINAL STAT SCREEN.

Player Scoring Screen

ITALY	0	MEXICO	3
NO GOALS SCORED		VELASQUEZ 20 MINS	
		MENDIETA 30 MINS	
		MENDIETA 90 MINS	

THIS SCREEN SHOWS WHICH TEAM PLAYERS SCORED, AND WHEN.

Advanced Features:
One Touch Passing

IN SIMULATION MODE, STRIKER 96™ GIVES YOU THE ABILITY TO SET UP A SERIES OF PASSES BY PRESSING THE C BUTTON QUICKLY SEVERAL TIMES. THE NEXT PASS CAN BE SET UP BEFORE THE CURRENT PLAYER HAS THE BALL. THIS IS GREAT FOR MOVING THE BALL IN AND AROUND THE PENALTY AREA. THIS TECHNIQUE CAN ALSO BE USED FOR HEADING THE BALL BY PRESSING THE A BUTTON WHEN THE BALL IS IN THE AIR.

THE PLAYER IN THE BEST POSITION TO INTERCEPT THE BALL WILL AUTOMATICALLY MOVE AND PERFORM A HEADER. SET UP THE NEXT MOVE WHILE THIS IS HAPPENING BY AGAIN PRESSING THE A BUTTON!

Anticipating Passes

WATCH YOUR OPPONENTS! IF THE C BUTTON IS PRESSED AS YOUR OPPONENT IS MAKING A PASS, YOUR PLAYER WILL AUTOMATICALLY MOVE TO INTERCEPT IT. IF THE PLAYER IS CLOSER THAN THE INTENDED PASS TARGET, YOU'LL INTERCEPT IT!

Tips

• SHOOT GOALS FROM AS CLOSE UP AS POSSIBLE, ROBBING THE GOALIE OF REACTION TIME

• DON'T PASS THE BALL WHEN FACING OPPOSING PLAYERS— IT'S TOO EASY FOR THEM TO STEAL IT! TURN AROUND TO PASS.

• WORK ON TRAPPING THE BALL. IF YOU CAN MASTER THIS DEMANDING SKILL, YOU'LL BE ABLE TO TAKE ADVANTAGE OF THE TIME IT GIVES YOUR TEAMMATES TO MOVE UPFIELD.

• MATCH A PLAYER'S ATTRIBUTES TO HIS ROLE.
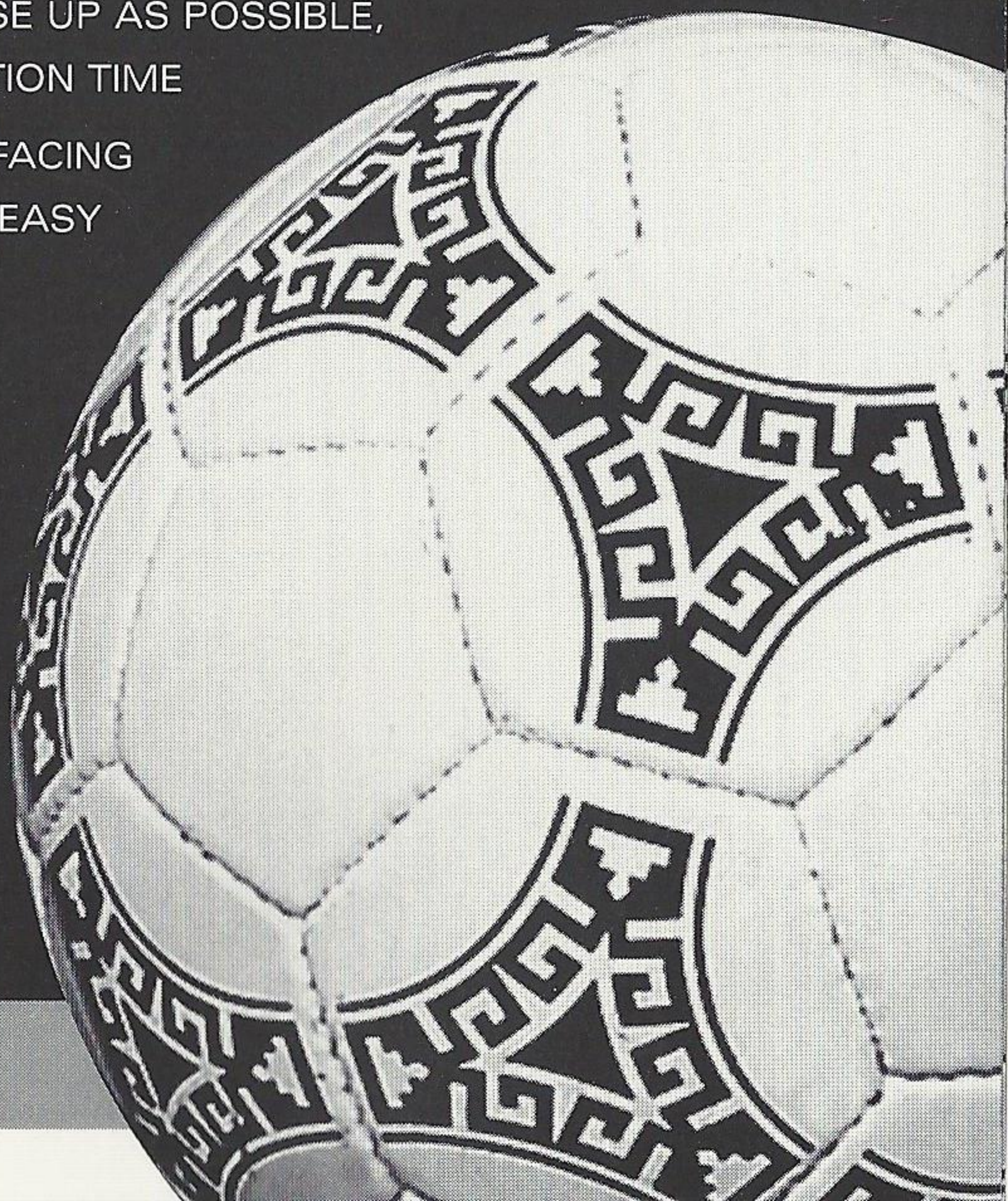
Rules

THIS SECTION IS NOT MEANT TO BE A FULL OR DETAILED EXPLANATION OF THE RULES OF SOCCER (OR FOOTBALL, AS IT IS COMMONLY CALLED OUTSIDE THE U.S.), BUT A BRIEF REFERENCE FOR THOSE NEW TO THE GAME. BOTH AVID SOCCER FANS AND THOSE NEW TO THE GAME WILL GET A WORLD OF ENJOYMENT OUT OF STRIKER 96™. FOR MORE INFORMATION ABOUT THIS FAST-PACED, FACE-GROWING INTERNATIONAL GAME, VISIT YOUR LOCAL LIBRARY.

Basics

IN SOCCER, TWO TEAMS OF 11 PLAYERS EACH COMPETE TO SEE WHO CAN SCORE THE MOST GOALS OR POINTS. PLAY IS DIVIDED INTO TWO HALVES OF EQUAL LENGTH. GOALS ARE SCORED WHEN THE BALL ENTERS AN OPPONENT'S NET. KICKING OR HEADING THE BALL INTO YOUR OWN NET COUNTS AS A GOAL FOR YOUR OPPONENT, WHILE GOALS MADE FROM KICK OFFS, THROW INS AND GOAL KICKS DO NOT COUNT. ONLY THE GOALKEEPER IS ALLOWED TO TOUCH THE BALL WITH HIS HANDS WITHIN BOUNDS. THE REMAINING PLAYERS CAN EITHER KICK OR "HEAD" (BOUNCE OR DIRECT THE BALL WITH THE HEAD) THE BALL.

Kick Off

A KICK OFF OCCURS AT THE BEGINNING OF EACH GAME, AT THE START OF A HALF, AND AFTER EACH GOAL SCORED. THE BALL IS PLACED AT THE CENTER OF THE FIELD AND KICKED FORWARDS.

Set Pieces

IF A PLAYER CAUSES THE BALL TO LEAVE THE FIELD, THE OPPOSING TEAM DOES ONE OF THE FOLLOWING, DEPENDING ON WHERE THE BALL WENT OUT OF BOUNDS:

THROW IN WHEN THE BALL GOES OUT OF BOUNDS TO THE RIGHT OR LEFT, THE OPPOSING TEAM THROWS THE BALL BACK IN TO PLAY FROM THE POINT WHERE IT WENT OUT.

CORNER KICK WHEN THE BALL GOES OUT AT A PLAYER'S OWN END OF THE FIELD, THE OPPOSING TEAM WILL KICK IT BACK INTO PLAY FROM THE CORNER CLOSEST TO WHERE IT WENT OUT.

GOAL KICK WHEN THE BALL GOES OUT AT THE OPPONENT'S END OF THE FIELD, THE GOALKEEPER KICKS IT BACK INTO PLAY FROM ANY POINT IN THE SIX YARD BOX.

Fouls

A PLAYER IS AWARDED A FREE KICK IF HE IS FOULED (TRIPPED, KICKED, PUSHED) WHILE IN POSSESSION OF THE BALL. IF THE PLAYER IS FOULED WITHIN THE OPPONENT'S PENALTY AREA, A FREE KICK IS ATTEMPTED FROM A FIXED AREA DIRECTLY AT THE OPPONENT'S GOAL WITH ONLY THE GOALKEEPER DEFENDING IT. THE OFFENDING PLAYER IS "YELLOW CARDED" FOR A BLATANT FOUL OR ANY OTHER UNRULY CONDUCT. A "RED CARD" CAN BE GIVEN IF A PLAYER 1) RECEIVES 2 YELLOW CARDS IN THE SAME GAME OR 2) PERFORMS AN EXCESSIVELY VIOLENT ACT DURING THE GAME.

Offsides

A PLAYER IS CONSIDERED OFFSIDES WHEN HE IS IN FRONT OF THE BALL ON THE OPPONENT'S END OF THE FIELD AND THERE ARE LESS THAN TWO OPPOSING PLAYERS (INCLUDING THE GOALKEEPER) BETWEEN HIM AND THE OPPOSING GOAL.

Notes

ACCLAIM® LIMITED WARRANTY

Repairs/Service after Expiration of Warranty- If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

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